Grim
HOLLOW
THE MONSTER GRIMOIRE
5th
Edition Fantasy
GHOSTFIRE
GAMING

THE SEA OF TURMOIL
CINDERGAST
VOLGEN
FORT KENTIGERN
BORGUND
COLD IRON KEEP
TYBURN
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VOYD
EASTERN SEA

Grim Hollow

The Monster Grimoire

GHOSTFIRE GAMING

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Chapter 1: Monsters

Introduction

Grim Hollow: The Monster Grimoire is the third installment in the Grim Hollow series of setting books. Two other tomes—*Grim Hollow: The Campaign Guide* and *Grim Hollow: The Players Guide*—preceded it. The three books form the complete set of books for gamemasters to run dark fantasy and horror campaigns in the Grim Hollow setting.

The Grim Hollow setting takes place in a world known as Etharis, a dark and gritty environment where the vicious, terrible, horrifying monsters that hide in the shadowy alleyways and remote wildernesses are only the start of the peril. As much as the monsters of the world threaten the citizenry, the dark figures that entice those who seek power are just as dangerous. Blood magic, undeath, lycanthropy, fey magic, fell sorcery, and other temptations: would-be heroes are always one wrong step away from becoming the villains they claim to fight.

Monster Mayhem

The Monster Grimoire offers more than 400 new creature stat blocks, allowing GMs to challenge, frighten, and delight their players. From new characters cutting their teeth on relatively weak threats, to the most advanced heroes dealing with world-shattering events, the monsters in this book offer something for everyone.

The monsters in this book are drawn from every corner of horror and dark fantasy: gothic intrigue, existential dread, gruesome fairy tales, slasher horror, undead hoards, body horror, killer dolls, and so much more.

Horror Triggers Horror

With so many horrible monsters and threats at your fingertips, there's a good chance that something presented here will bring into your players' minds something that they're uncomfortable with. Before you use these monsters, or run any sort of horror-based campaign, we urge you to discuss with your players their preferences, desires, and limits. Gore, child endangerment, loss of free will, nightmares: all of these and more infest these pages.

The previous Grim Hollow books talk about safety tools and methods you can use to ensure that everyone involved in your game is having a good time and avoiding problematic material. We suggest you review those guidelines—or use other safety tool procedures and guidelines—to learn more about running games, especially games steeped in horror and dark fantasy, for any player.

Capturing the Grim

Etharis provides a great setting for a grim, gritty campaign. One tool provided in *The Monster Grimoire* is salvage rules. These rules encourage a type of play that invites characters to make the most of their knowledge and proficiencies, as well as their downtime, in order to have the best chance of surviving the threats they face. The blood, bones, brains, and bile of the creatures they kill might provide characters with advantages later. Weapons, potions, components, and other magic items might not be readily available, but the characters can make their own from salvaged parts of monsters. And in some cases, monsters might be nigh invulnerable unless the characters use their wits.

A Little Knowledge Goes a Long Way

Like the salvage rules, lore plays an important part in a grim fantasy setting. Characters may be in trouble if they don't take the time to learn more about the monsters they face. Local legends about a beast may be myth or folly, but even within the malarky there could be an iota of truth—and that truth could be the difference between surviving an encounter and suffering an ultimate defeat.

The ability checks associated with each monster are meant to provide details on what a character might know about a monster—or what a character might find out. Use these checks to dole out important information. Some checks might require characters to do some research, or even face the creature to observe its traits and behavior. Failed checks could result in characters gaining incorrect or partial bits of information, which could lead to dire consequences.

Ultimately, the Goal is Fun

Regardless of how you run your games, or what your players want from a game, it's important to remember that the goal of playing this game is to have fun and tell great stories. The monsters in this book are there to challenge characters, but they're also there to enhance stories. No bit of lore or game mechanical number is more important than the fun and the story. Change whatever you must to make sure everyone at the table is enjoying themselves, contributing to the story, and leaving the table satisfied.

With that said, prepare yourself to encounter some of the most terrifying, challenging, entertaining, and bizarre creatures to ever stalk the lands of your imagination!

Aberrant Horror

"Children sing nursery rhymes about suspicious strangers for a reason. Heed the tales and check them for tentacles before offering shelter."

Abominable Experiment. In desperate times science and magic can progress by leaps and bounds, but such rapid advancement has its risks. Without proper precautions, experimenters or their subjects might be caught in forces beyond imagining and become twisted into something abominable. No two mishaps are alike, yet each of the misbegotten results is known as an aberrant horror.

Warped Flesh. Those who survive the uncontrolled transformation into aberrant horrors become living weapons. Some theories say the body sees the transmuting force as a threat and evolves defenses against it. Others believe that the accident triggers dormant bestial adaptations from the distant past. Whatever the reason, aberrant horrors are vicious combatants, armed with hardened claws, venomous spines, and other strange adaptations.

Salvage

Aberrant horrors have been saturated in eldritch energies. Each horror's body can provide a number of material

components for arcane necromancy or transmutation spells equal to half the horror's challenge challenge rating. Each component is consumed when used to cast, but the spell is cast as if the caster used a spell slot one level higher, up to a maximum of a 5th-level slot.

Lore

DC 10 Intelligence (History): Aberrant horrors are the results of failed arcane experiments that twist the body into unnatural forms.

DC 15 Intelligence (Arcana): Each aberrant horror is different. Some grow extra limbs, others dissolve into oozelike creatures, and others swell to massive proportions. They contain eldritch energy that can fuel necromancy and transmutation.

Amorphous Horror

Medium aberration, any alignment

Armor Class 14 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	10 (+0)	11 (+0)	7 (−2)

Saving Throws Wis +3
Skills Perception +3
Damage Immunities acid
Condition Immunities prone
Senses blindsight 30 ft., passive Perception 13
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The amorphous horror can move through a space as narrow as 1 inch wide without squeezing.

Shapechanger. The amorphous horror can use an action or a bonus action to polymorph into a form that resembles its Small or Medium humanoid appearance before it became a horror. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true Medium form if it dies.

Actions

Multiattack. The amorphous horror makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and 9 (2d8) acid damage.

Reactions

Split. When an amorphous horror that is Medium or larger drops below half its hit points but has at least 10 hit points, it splits into two new horrors. Each new horror has hit points equal to half the original horror's, rounded down. New horrors are one size smaller than the original horror.

Whipskein Horror

Medium aberration, any alignment

Armor Class 14 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	8 (−1)

Saving Throws Dex +4
Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages any two languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While the whipskein horror hides its tendrils from sight, such as under clothing, it is indistinguishable from the ordinary humanoid it once was.

Actions

Multiattack. The whipskein horror makes four attacks.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the whipskein horror can't use that tendril against another target. The horror has four tendrils.

Spit. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 6 (1d8 + 2) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned until the end of the whipskein horror's next turn. Being within 5 feet of a hostile creature doesn't impose disadvantage on the horror's ranged attack rolls with its spit.

Tendril Dance (Recharge 5–6). The whipskein horror extends and wriggles its tendrils, releasing any creatures it has grappled. Each creature within 30 feet of and able to see the horror must succeed on a DC 12 Wisdom saving throw or become charmed by the horror. While charmed in this way, a creature is incapacitated and has a speed of 0. The effect ends for a creature if it takes damage, if another creature uses an action to shake the creature out of its stupor, or the horror fails to take a bonus action on its turn to continue the effect. The horror can't take that bonus action while using a tendril to grapple another creature.

GM Advice: The arcane origins of aberrant horrors give you a great deal of room to challenge your players with unusual traits. For example, one horror might only take damage when it's under the effects of a bane or bless spell, but ferreting out this information requires the characters to face it once and succeed on a DC 10 Intelligence (Arcana) check. The secret to pulling this off is to make the odd traits easy to learn and possible to accomplish without overly taxing the characters.

Shifting Hulk

Large aberration, any alignment

Armor Class 16 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	9 (–1)	11 (+0)	6 (–2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages understands one language but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aberrant Wound. If a creature other than an undead or a construct takes damage from the shifting hulk's attacks, the creature must succeed on a DC 17 Constitution saving throw or lose 5 (2d4) hit points at the start of each of its turns due to an aberrant wound. This damage is cumulative. A creature can take an action to staunch the wound, ending this effect with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Vicious Critical. When the shifting hulk scores a critical hit with an attack, it can roll the attack's damage dice three times instead of twice.

Fast Healing. While at half its hit points or fewer, the shifting hulk regains 10 hit points at the start of each of its turns. This trait doesn't function while the hulk has 0 hit points.

Shapechanger. The shifting hulk can use an action or a bonus action to polymorph into a form that resembles its Small or Medium humanoid appearance before it became a horror. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true Large form if it dies.

Actions

Multiattack. The shifting hulk makes two attacks and uses frightening attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage and Aberrant Wound.

Spine. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage and Aberrant Wound.

Frightening Attacks. Each creature of the shifting hulk's choice within 30 feet of the hulk and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hulk's frightening attacks for the next 24 hours or until it scores a critical hit, whichever comes first.

Angel of Empyreus

"I am that which can cleanse temptation from the land and restore it once more to divinity. What a weak creature of flesh you are, blessed with free will and fickle fancy. I will reveal your weakness, wretched mortal."

A Celestial Commander. These valorous angels were created to punish the wicked and ensure the sincerity of the penitent. When Maligant called his heavenly hosts in the war of the Four Divines, the angels marshalled out with the other upper echelons under the command of the Arch Seraph Empyreus. When Aurelia sacrificed herself and revealed the madness of the war, the Angels fought on, refusing to admit that they were part of a calamitous tragedy, seeing surrender as tantamount to blasphemy. With the zeal of a censorious bureaucratic tyrant, they now wage a guerilla war with a piecemeal retinue of veteran battle angels, zealots, fanatic paladins, cohorts of penitent levies, and volunteer convert militia auxiliaries as part of an anti-corruption peasant revolt in the hinterland of Altenheim.

Fiendish Temptation. Each Angel keeps a copper cage under a velveteen cover inside a lead box encased in blessed orichalcum on a thick chain around its neck. In the cage is a pathetic, impish fiend of Malikir, withered like a raisin. The creature has an uncanny knack for teasing out corruption, and compelling wicked behavior in mortals. It only takes moments to get a confession once a weak-willed mortal has revealed their true self in the presence of the fiend.

A Corrupted Temperance. An Angel of Empyreus uses its original orders as a pretext for further violence. It will never surrender. Surrender is a trick of the enemy. It must fulfill its purpose: to root out corruption and sin, and it will do anything to find sin in mortal hearts. The imp claims to put mortals to the test, and the Angel knows what it is doing. It won't kill the imp, as using the imp reveals the innate corruption in mortal souls.

Salvage

The Angel of Empyreus wields a *holy avenger*. Upon its death, its intelligence inhabits the sword. To attune to it, a paladin character must agree to carry on the angel's mission to cleanse the land of immorality.

A cup of its blood can be made into a *potion of supreme healing* with a DC 10 Intelligence (Religion) check from someone proficient with alchemist's supplies. Six cups of blood can be taken from the Angel of Empyreus.

Its bones can be used in place of diamonds for use in *raise dead* and similar magic, up to the equivalent of 10,000 gp worth.

Lore

DC 10 Intelligence (Religion): The Arch Seraphs are attended by mighty angels who act as their lieutenants and execute the divine remnants' orders.

DC 15 Intelligence (History): Empyreus went into battle surrounded by an honor guard of fearsome celestials honed by aeons of divine war. Many of them remained at Empyreus' side at the end of the Four Divines' War, but not all remained loyal.

DC 20 Intelligence (History): Peasant revolts and religious zealotry are on the rise in the Altenheim hinterland. Most say it's the usual grievances, but some whisper that a commander of the celestial hosts leads the revolt, and its ranks swell by the day.

Angel of Empyreus

Large celestial, lawful neutral

Armor Class 21 (natural armor)
Hit Points 445 (33d10+264)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	23 (+6)	26 (+8)	25 (+7)	18 (+4)	30 (+10)

Saving Throws Str +16, Int +14, Wis +11, Cha +17
Skills Arcana +14, Insight +11, Intimidation +17, Investigation +14, Perception +11, Religion +14
Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Celestial Arsenal. The Angel of Empyreus' weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 27 (6d8) radiant damage (included in the attack).

Authoritative Mien. The Angel of Empyreus can cast the command spell at will (spell save DC 25).

Divine Awareness. The Angel of Empyreus knows if it hears a lie.

Holy Aura. The Angel of Empyreus can project a 60-ft. aura of holiness as a bonus action. The aura affects all creatures within its area unless the Angel of Empyreus chooses to exclude a creature from the effect. A creature remains under the aura's effect until it leaves the area, dies, or when the Angel of Empyrean chooses a new aura effect. Only one effect may be active at a time:

- ***Judgement***. Creatures who start their turn in the aura must succeed on a DC 25 Charisma saving throw. On a failure, the creature gains a level of exhaustion as intensified feelings of guilt, doubt, remorse, and self-criticism overwhelm the affected creature. Creatures who succeed on the saving throw are immune to the effect for one hour.
- ***Valor***. Creatures who start their turn in the aura gain 15 temporary hit points, cannot be charmed or frightened, and have advantage on saving throws against spells and other magical effects

Actions

Multiattack. The Angel of Empyreus can make three attacks with its *holy avenger*.

Holy Avenger. *Melee Weapon Attack*: +24 to hit, reach 10 ft., one target. *Hit*: 23 (4d6 + 9) slashing damage plus 27 (6d8) radiant damage. If the target is a fiend or undead, it takes an additional 22 (4d10) radiant damage.

Blazing Radiance (Recharge 5-6). The Angel of Empyreus unleashes holy fire in a 60-foot cone. Each creature in that area must succeed on a DC 25 Dexterity saving throw or take 35 (10d6) fire and 35 (10d6) radiant damage. Creatures take half damage on a success.

Legendary Actions

The Angel of Empyreus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Angel of Empyreus regains spent legendary actions at the start of its turn.

Fly. The Angel of Empyreus flies up to half its fly speed.

Sword. The Angel of Empyreus makes a holy avenger attack.

Hurl Sword (2 actions). The Angel of Empyreus hurls its sword in a 30-foot line that is 5-feet wide. Each creature in that line must succeed on a DC 24 Dexterity saving throw or take 23 (4d6 + 9) slashing damage plus 27 (6d8) radiant damage. The sword immediately returns to its hand.

Recharge. The Angel of Empyreus recharges its Blazing Radiance.

Anguisher

"Some suffering never ends. It coalesces in cold darkness, gaining alien sapience."

Aberrant Torment. Mental suffering can last far longer than physical damage. Psychic energy from those who die in extreme anguish might open a portal, allowing consciousness from beyond the veil to meld with psychic residue.

Old Wounds. The touch or aura of an anguisher calls old wounds and tormentors to mind. The creature uses invisibility and stealth to lurk around potential victims, slowly draining them of life through this recalled suffering.

Salvage

An anguisher discorporates into thick, black goo when slain. Someone who has proficiency with alchemist's supplies can refine and dehydrate this goo in a process that takes 1 day of work and a successful DC 10 Intelligence or Wisdom check. If it succeeds, the process creates *dust of disappearance*.

Lore

DC 10 Intelligence (History): Anguishers are semisolid horrors from beyond reality.

DC 15 Intelligence (Arcana): An anguisher shares many traits and immunities with semicorporeal undead, such as shadows. If an anguisher slays a sapient creature, a new anguisher emerges into the world near the corpse 3 days later.

DC 15 Intelligence (Religion): Effects that prevent a corpse from becoming undead can also prevent it from bearing a new anguisher.

Anguisher

Medium aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	15 (+2)	8 (–1)	10 (+0)	17 (+3)

Skills Insight +2, Perception +2, Stealth +4
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands all languages but can't speak, telepathy 60 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The anguisher can move through a space as narrow as 1 inch wide without squeezing.

Continued Suffering. A creature that has an Intelligence score of 4 or higher and dies from an anguisher's attacks spawns a new anguisher in 3 days. Any effect that prevents the body from becoming undead also prevents the emergence of the new anguisher.

Frightening Advantage. The anguisher has advantage on attack rolls against creatures that are frightened. Against such targets, the anguisher scores a critical hit on a roll of 18 to 20.

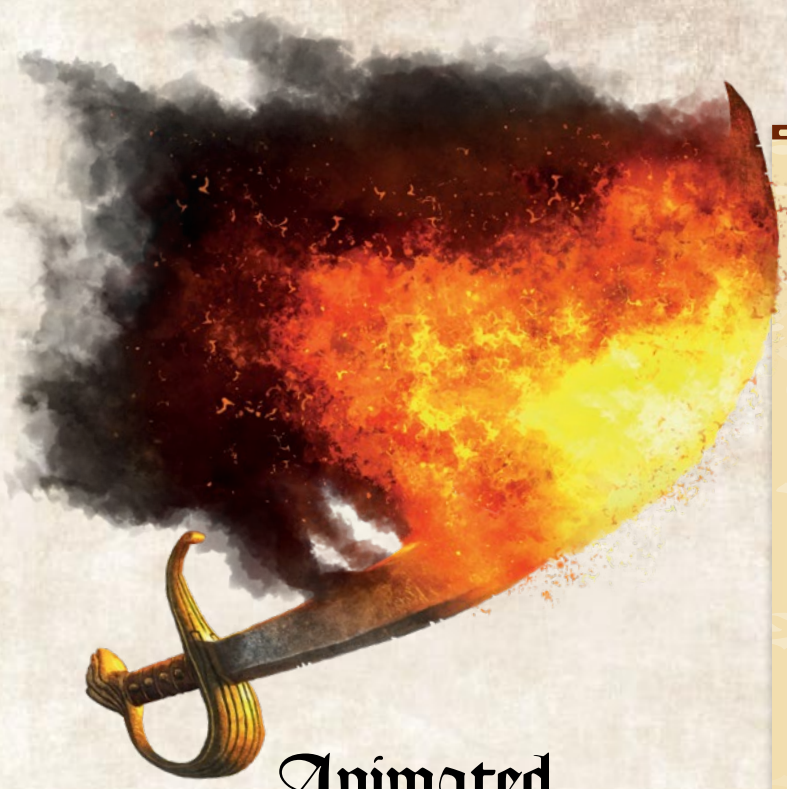
Actions

Multiattack. The anguisher uses anguish twice.

Anguish. *Melee or Ranged Spell Attack*: +5 to hit, reach 5 ft. or range 60 ft., one creature. *Hit*: 13 (3d6 + 3) psychic damage, and the target is frightened of the anguisher and must use its reaction to move its speed away by the safest possible route. Movement used during this reaction can't be used during the target's turn.

Harrow (Recharge 6). Each creature of the anguisher's choice within 60 feet and aware of the anguisher must make a DC 13 Wisdom saving throw. On a failure, a creature takes 17 (5d6) psychic damage and becomes frightened for 1 minute. If the save succeeds, the creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Invisibility. The anguisher magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).



Animated Flame Tongue

"A sword that flies around by itself is already quite frightening. Adding fire to the mix sure doesn't make it better."

Flourishing Blades. Infused with arcane life, animated flame tongues dance through the air leaving trails of embers behind them as they seek foes to slay. Animated flame tongues fight with the skill of a seasoned duelist.

Honorbound. Animated flame tongues can be created in many ways, but the most common way is when a magical sword's attuned wielder is killed with magical fire. The sword becomes mobile and semi-sentient, seeking to defeat those who killed its master, and anyone who uses magic to destroy life. This makes animated flame tongues a particular risk to those who wield magic.

Constructed Nature. An animated flame tongue doesn't require air, food, drink, or sleep. The magic that animates an animated flame tongue is dispelled when the construct drops to 0 hit points. An animated flame tongue reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

Salvage

The animated flame tongue is made from an enchanted metal. Someone who collects four animated flame tongues can craft a *+1 longsword* This requires a proficient weaponsmith to succeed on a DC 10 Strength (Athletics) check after working for 24 hours and using 250 gp of components. It's rumored that the longswords can be turned into flame tongues again with the proper ritual, but no one has confirmed those rumors yet.

Animated Flame Tongue

Small construct, unaligned

Armor Class 18 (natural armor)
Hit Points 31 (9d6)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +5
Damage Resistances fire
Damage Immunities poison, psychic
Condition Immunities blind, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages ---
Challenge 2 (450 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The flame tongue is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the flame tongue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the flame tongue remains motionless and isn't flying, it is indistinguishable from a normal sword.

Magic Weapons. The flame tongue's weapon attacks are magical.

Actions

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage and 7 (2d6) fire damage.

Frenzy (1/Day). The animated flame tongue strikes out in a series of wild attacks against a single creature. The animated flame tongue makes three longsword attacks against a single target.

Reactions

Parry and Riposte. The animated flame tongue adds 3 to its AC against one melee attack that would hit it. If the attack misses, the animated flame tongue can make one melee attack against the attacker if it is within reach.

Lore

DC 10 Intelligence (Nature): The animated flame tongue is resistant to fire damage.

DC 15 Intelligence (History): An animated flame tongue's attacks are magical.

DC 20 Intelligence (Arcana): An animated flame tongue can be rendered incapacitated by the *dispel magic* spell.

Apparmarole

"Be properly attired, lest ye be mistaken for a thrall of the apparmarole."

Dominating Clothes. No one knows who constructed the first apparmarole, but now they are a plague on the world. The apparmarole looks to be a set of clothing that flies into the air and wraps around a humanoid victim, taking control of their actions.

Driven to Replicate. Once in control of a host and not threatened, the apparmarole directs it to create more apparmaroles, a process that takes 100 days and requires 500 gp of rare threads and textiles. If the host does not have the funds or materials, the apparmarole attempts to steal them.

Mine or No One Else's. The apparmarole can constrict any creature it grapples; a slow crushing death is the fate of any humanoid that resists the apparmarole's charm.

Salvage

The threads of an apparmarole contain trace amounts of magic and are valuable as components for the construction of several magical items. They can be sold for 50 gp if the apparmarole was not consumed by flame.

Someone who collects the remains of ten apparmaroles can craft a *cloak of protection* with a successful DC 15 Intelligence (Arcana) check by someone proficient with weaver's tools. Crafting this item takes 5 days and costs 200 gp.

Apparmarole

Medium construct, unaligned

Armor Class 12
Hit Points 14 (4d6)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	8 (-1)	4 (-3)	2 (-4)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), Passive Perception 7
Languages –
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The apparmarole is incapacitated while in the area of antimagic field. If targeted by *dispel magic*, the apparmarole must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While grappling a creature, the apparmarole is resistant to all damage and the creature grappled by the apparmarole takes damage equal to that taken by the apparmarole.

False Appearance. While the apparmarole remains motionless, it is indistinguishable from normal clothing.

Actions

Constrict. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit*: The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and the apparmarole can't constrict another target. In addition, at the start of the target's turns, the target takes 4 (1d4 + 2) bludgeoning damage if the target is not charmed.

Puppeteer. A creature grappled by the apparmarole must succeed on a DC 13 Wisdom saving throw or be charmed for 8 hours. While charmed, a telepathic link with the apparmarole is established. The apparmarole can issue commands without an action, which the creature does its best to obey.

Each time the target takes damage, it makes a new Wisdom saving throw, ending the effect on a success.

Lore

DC 10 Intelligence (History): Some foolish arcanist created a set of killer clothes, and now whole towns suffer.

DC 15 Intelligence (Arcana): Apparmaroles can dominate victims to construct more apparmaroles: a self-replicating plague.

DC 20 Intelligence (Arcana): As cloth constructs, apparmaroles are immune to poison and psychic damage but vulnerable to fire.

Arcane Anomalies

"The disheveled interior of the wizard's workshop hints at arcane experiments gone wrong. Remnants of arcane components litter the room. And now they're moving!"

Careless Magic. The Arcanist Inquisition contends that all magic is dangerous, not just that wielded by demons and nefarious sorcerers. Their blanket denunciation of all mages might be harsh, but their zealous belief in the perils of magic isn't unfounded. Even a well-meaning mage can invite catastrophe with a slip of the tongue, a misaligned gesture, or momentary lapse in concentration.

Arcane anomalies, as some mages euphemistically call them, are one such product of careless magic. Ritual objects used in particularly powerful spells, when not disposed of properly, can gain a malevolent sentience. Many an apprentice has learned the hard way that "Go wash up!" is not only a chore, but an essential safety practice. As one might imagine, water is a particular weakness of all arcane anomalies.

Tallow Toad. Candles for ritual purposes are often made of strange waxes mixed with rare oils and herbs. Once a ritual is complete, unless ground up or melted down, these candles can transform into toad-like lumps of wax that wield tongues of flame and have an unquenchable desire to burn.

Chalk Chatterling. Chalk pentagrams and runes must be scrubbed after use, for even faint traces can birth a chalk chatterling, a tiny whirlwind of colored chalk dust that incessantly squeals the sounds its original markings were meant to signify.

Inkfester. Woe to any wizard who fails to pay attention to the expiration of their magical inks. If left untreated, old ink coalesces into bizarre two-dimensional creatures that masquerade as graffiti and psychically hurt victims through disturbing glyphs and imagery. These creatures can detach from walls, transforming into clouds of liquid ink to dissolve and drown unwary victims.

Salvage

The arcane components that birthed an anomaly are irrevocably ruined. However, a defeated anomaly might yield a small quantity of useful material.

A tallow toad leaves behind a lump of warming wax. One lump can be rubbed onto a single small or medium creature's skin to provide cold resistance for 1 hour.

Dust collected from a chalk chatterling can be incorporated into a ritual spell to halve its casting time. The caster uses some of the magic imbued in the chalk.

The residue an inkfester leaves behind can be turned into a tarry liquid that mimics the effect of a *darkness* spell but requires no concentration. The brewer of this substance must have proficiency with alchemist's supplies and succeed on a DC 15 Intelligence check with 1 hour of brewing. Success produces a vial of the tar, which activates upon exposure to air. Failure by 5 or more causes an effect mimicking an inkfester's *death burst* ability.

Lore

DC 10 Intelligence (Arcana): Arcane anomalies are constructs immune to poison and being charmed.

DC 15 Intelligence (Arcana): The tallow toad can spit hot wax that must be removed, or it continues to blister skin. Coming too close to a chalk chatterling can make spellcasting difficult. An inkfester can psychically assault the mind in one form or, in another, surround and consume victims. All these anomalies explode when destroyed.

DC 20 Intelligence (Arcana): Immersing any arcane anomaly in water hurts it. Wizards frequently scrub their laboratories clean to prevent these beings from emerging.

Tallow Toad

Tiny construct, unaligned

Armor Class 12
Hit Points 17 (5d4 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	12 (+1)	2 (–4)	9 (–1)	5 (–3)

Damage Immunities poison
Damage Resistances cold
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Death Burst. When the tallow toad dies, it explodes in a shower of hot wax. Each creature within 5 feet of the toad must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) fire damage.

Illumination. The tallow toad sheds dim light in a 10-foot radius.

Water Weakness. If the tallow toad is doused in water or ends its turn submerged in water, the toad takes 3 (1d6) acid damage. Maximize this damage if the water is soapy.

Actions

Fire Tongue. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) fire damage.

Spit. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit*: 7 (2d4 + 2) fire damage. The target takes half the original damage again at the end of its next turn. Any creature can use an action to remove the hot wax, preventing the extra damage.

Chalk Chatterling

Small construct, unaligned

Armor Class 12
Hit Points 22 (5d6 + 5)
Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	15 (+2)	12 (+1)	4 (–3)	10 (+0)	7 (–2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages — (seems to speak, but it's gibberish)
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Death Burst. When the chalk chatterling dies, it explodes in a burst of dust. Any creature within 5 feet of the chalk chatterling must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

Distracting Chatter. Any creature that starts its turn within 30 feet of and able to hear the chalk chatterling must succeed on a DC 11 Wisdom saving throw or be unable to cast or maintain concentration on a spell. Constructs and undead are immune. A creature who intended to cast a spell can choose another course of action.

Water Weakness. If the chalk chatterling is doused in water or ends its turn submerged in water, the chalk chatterling takes 3 (1d6) acid damage. Maximize this damage if the water is soapy.

Actions

Dust Whip. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) slashing damage.

Maddening Chatter (Recharge 6). Each creature within 30 feet of and able to hear the chalk chatterling must make a DC 11 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save, and half as much damage on a successful one. Constructs and undead are immune. A creature that fails the saving throw can't take reactions until the end of the chalk chatterling's next turn.

Inkfester

Large construct (shapechanger), unaligned

Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	5 (–3)	10 (+0)	12 (+1)

Skills Stealth +4
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Death Burst. When an inkfester dies, it explodes in a burst of ink. Any creature within 5 feet of the inkfester must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

Shapechanger. The inkfester's normal form is a two-dimensional pattern of runes on a flat surface. Until it takes an action or moves, the inkfester is indistinguishable from ink on that surface. As part of its action to attack, the inkfester can change form.

Spider Climb. The inkfester can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Water Weakness. If the inkfester is doused in water or ends its turn submerged in water, the inkfester takes 3 (1d6) acid damage. Maximize this damage if the water is soapy.

Actions

Fearful Glyphs. The inkfester chooses up to two creatures within 30 ft. of and able to see it. Each target must succeed on a DC 12 Wisdom saving throw or take 8 (2d6 + 1) psychic damage from disturbing symbolism and imagery.

Consuming Mist. The inkfester takes on the form of a cloud of dark ink. In this form the inkfester has a fly speed of 20 feet and can hover, and it can occupy a hostile creature's space. In this form, the inkfester has advantage on Strength, Dexterity, and Constitution saving throws, and it's immune to nonmagical damage other than from acid or water.

Each creature that starts its turn in the inkfester's space must make a DC 12 Strength or Dexterity saving throw (target's choice). On a failure, a target takes 9 (2d6 + 2) acid damage. A Large or smaller creature is also grappled (escape DC 12). On a successful save, the target takes half the damage and isn't grappled. Any creature that remains in the inkfester's space can't breathe.

A creature within 5 feet of the inkfester can pull a creature or object out of it by taking an action and succeeding on a DC 12 Strength (Athletics) check. However, the rescuer takes 3 (1d6) acid damage.

Arcanist Inquisitors

"The joy common folk feel seeing a detachment of inquisitors pass by is matched only by the terror corrupt mages feel."

Radical Measures. The Arcanist Inquisition exists to detain and destroy arcane spellcasters. Inquisitors believe that arcane magic is inherently corrupting and that even the best intentioned spellcaster can succumb to dangerous behavior and moral ruin. At first, the inquisition's masters sought to monitor spellcasters, with detainment reserved for those who abused their magical gifts. Over time, the ideology became more hardline. Now, inquisitors put spellcasters whom they don't imprison indefinitely to the fire.

Inquisitors train to discover mages, but they don't rely only on their acumen. Folks fearful of being accused are happy to point a finger at a suspicious neighbor if doing so focuses the inquisition's interest elsewhere.

Dogma Bound. The Arcanist Inquisition is known for its ongoing efforts to eradicate arcane magic and its practitioners. However, it also investigates other crimes against the edicts of the Arch Seraphs. Inquisitors carry a book of dogma derived from the words of Empyreus as spoken to Sagrado Valieda, the Inquisition's founder. The book identifies moral crimes that call for punishments, ranging from public humiliation to death. Initiates apply a strict and literal reading to the crimes and consequences detailed within the book. High-ranking inquisitors have more leeway in how they choose to interpret the edicts. Inquisitors claim that if they set an innocent afire, Empyreus would douse the flames. That he has never done so is proof, adherents say, that no one has been wrongfully condemned.

Inquisitor Hierarchy. Inquisitor ranks vary from location to location. Sometimes, initiates give themselves grand titles, whereas powerful and stealthy mage-hunters might take no title at all. Certain areas have motley bands of inquisitors, some little more than thugs extorting the population. Other areas have organized

detachment of inquisitors, some highly honorable and bound to their duty. The inquisition includes paladins and priests, but many members are soldiers or hunters with divine talents.

Lord Inquisitor Crevax. Lord Inquisitor Crevax is the master of the Cathedral of Embers, the headquarters of the Arcanist Inquisition and the largest prison in Etharis. She is an imposing dragonborn, covered in golden scales and rarely seen without her flaming longsword, Heretic's End. She has a stern demeanor and an unflinching faith in the ideology and goals of the Arcanist Inquisition. Once an accused has come under her authority as warden of the cathedral, she considers it her personal duty to ensure they never threaten others with their corruption again.

Salvage

Inquisitors carry fine armaments and religious trappings. Seraph iconography is common, as is holy water. Some members carry trinkets of religious significance such as angel feathers or silver boxes holding the ashes of martyrs. Some carry magical arms and armor, such as *armor of resistance* and *vicious weapons*. Traveling inquisitors carry the book of Arcanist Inquisition dogma.

Lord Inquisitor Crevax has her magic equipment. She also carries the only master key to the Cathedral of Embers, as well as a map of the facility.

Lore

DC 10 Intelligence (Religion): The founder of the Arcanist Inquisition claims that the Arch Seraph Empyreus said that magic is dangerous, corrupt, and corrupting. People of the Castinellan Provinces hold this belief to be true, and the sentiment has spread beyond that region.

The majority of the Arcanist Inquisition comprises soldiers from the Castinellan provinces, including many dragonborn. Their task is to seek out and punish magic-users.

DC 15 Intelligence (History): Any suspected arcanist or associate of a suspected mage who publicly declares allegiance to Empyreus and confesses to crimes against the divine order can request judgment from a speaker for the Arch Seraph. If they do so, inquisitors are obligated to take the individual to the Cathedral of Embers for trial rather than passing judgment and meting out punishment as they normally would.

DC 15 Intelligence (Arcana): The Cathedral of Embers, headquarters of the Arcanist Inquisition, is a well-known prison for suspected arcanists awaiting trial or serving a sentence. Less known is that the complex also contains an enormous collection of magic items, kept locked away. The inquisition is concerned as much with keeping the items safe as sequestering their potential influence.

DC 20 Intelligence (Religion): Trained to root out secrets, some inquisitors have special blessings that allow them to pierce illusions and uncover deceit. Their devotion leads them to pursue their foes despite personal risk, making them difficult to evade.

Inquisitor Hunter

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Investigation +3, Perception +3, Religion +3, Survival +3
Senses passive Perception 13
Languages any two languages
Challenge 1 (200 XP) **Proficiency Bonus** +2

Inquisitor's Awareness. The inquisitor hunter can expend a 1st-level ranger spell slot to sense for 1 minute whether arcane or innate spellcasters, aberrations, fey, and fiends are within 1 mile. This trait doesn't reveal the creatures' locations or numbers.

Spellcasting. The inquisitor hunter is a 3rd-level spellcaster. Its spellcasting ability is Wisdom. The hunter knows the following ranger spells:

1st level (3 slots): *detect magic*, *hunter's mark*, *protection from evil and good*

Actions

Multiattack. The inquisitor hunter makes two shortsword attacks, provided it has a shortsword in each hand.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and 2 (1d4) psychic damage, or 5 (2d4) psychic damage if the target is concentrating on a spell.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 2 (1d4) psychic damage, or 5 (2d4) psychic damage if the target is concentrating on a spell.

GM Advice: While the Arcanist Inqusition, like any fanatical organization, can do both good and evil depending on the individuals involved and the details of the situation, the organization as a whole tends toward evil. Good organizations care about each and every case that comes before them, and work. hard to ensure that innocents are never injured, even if that means a few guilty parties go free. The Arcanist Inquisition is the opposite: they are content if a few innocent people are imprisoned or killed if it means no guilty escape. Because of this, characters should often find themselves on the hostile side of an inquisitionists wrath.

On the other hand, unscrupulous or morally gray characters might find the Arcanist Inquisition a convenient ally in certain situations. Characters will always find arcanists willing allies in a conflict against evil-doers who employ arcane means to gain and hold power.

Inquisitor Priest

Medium humanoid (any race), any alignment

Armor Class 16 (ring mail, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	13 (+1)	16 (+3)	12 (+1)

Skills Insight +5, Investigation +3, Perception +5, Religion +3
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Spellcasting. The inquisitor priest is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *detect magic*, *guiding bolt*, *healing word*, *protection from evil and good*
2nd level (3 slots): *lesser restoration*, *see invisibility*, *silence*, *spiritual weapon*
3rd level (3 slots): *dispel magic*, *remove curse*

Ward. If the inquisitor priest casts a spell that causes creatures to regain hit points, the priest can also end the effects of one spell affecting one creature that regained hit points. The ended effects must be from a spell of a level equal to or lower than the spell slot the priest used to cast the healing spell.

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage and 4 (1d8) force damage, or 9 (2d8) force damage if the target is concentrating on a spell.

Inquisitor Knight

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Skills Insight +4, Investigation +3, Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brave. The inquisitor knight has advantage on saving throws against being frightened.

Discerning. The inquisitor knight has advantage on saving throws against illusions.

Mark. When the inquisitor knight hits a creature with a melee weapon attack, the knight marks that creature until the end of the knight's next turn. The mark ends early if the knight becomes incapacitated or dies, or someone else marks the same creature. While the marked creature is within the knight's reach, it has disadvantage on attack rolls against creatures other than the knight.

Actions

Multiattack. The inquisitor knight makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack, and Mark.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and, if used to make a melee attack, and Mark.

Reactions

Marked Control. If a creature subjected to the inquisitor knight's Mark moves while within 5 feet of the knight, the knight can make a melee attack against that creature. On a hit, the creature's speed drops to 0 until the end of their current turn.

GM Advice: In campaigns where humanoid beings like humans are a main foe, GMs may often find that there is a lack of diverse humanoid foes. In cases when this happens, reskinning monsters is a valuable tool. Reskinning simply means taking an existing monster, keeping the statistics exactly the same, but describing the creature and its abilities in a different way to match the needed foe. Any of the arcanists here, or any of the other humanoid monsters in this book, are easy to reskin.

An inquisitor hunter can be used to represent any hunter-type NPC. Inquisitor priests can be a stand-in for any creature or humanoid that uses both weapons and magic. Knights can be altered to represent any powerful armored foe. The underlying math works, regardless of how you describe the attacks or the spells that the enemy uses.

"The blight of arcane magic is the single greatest threat to the welfare of the common citizenry of Etharis. Until we take our fight to the farthest corners of the world, where the ruling powers have yet to be taught the dangers of arcane magic, the insidious spread of magic cannot be properly stemmed. Once the local threat is eliminated, I look forward to traveling and educating folks on our mission. And where education doesn't succeed, a sharp sword will."

Inquisitor Warder

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	18 (+4)	13 (+1)

Skills Insight +7, Investigation +4, Religion +4, Perception +7
Senses passive Perception 17
Languages any two languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Spellcasting. The inquisitior warder is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *detect magic*, *guiding bolt*, *healing word*, *identify*, *protection from evil and good*
2nd level (3 slots): *lesser restoration*, *see invisibility*, *silence*, *spiritual weapon*, *zone of truth*
3rd level (3 slots): *dispel magic*, *remove curse*
4th level (3 slots): *arcane eye*, *locate creature*
5th level (2 slots): *greater restoration*, *mass cure wounds*
6th level (1 slot): *true seeing*

Ward. If the inquisitor warder casts a spell that causes creatures to regain hit points, the warder can also end the effects of one spell affecting one creature that regained hit points. The ended effects must be from a spell of a level equal to or lower than the spell slot the warder used to cast the healing spell.

Actions

Multiattack. The inquisitor warder makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and 9 (2d8) force damage, or 13 (3d8) force damage if the target is concentrating on a spell.

"Illusions. Enchantments. Necromancy. Conjurations. There's no denying the varied and terrible methods that arcanists might use to wreak their corrupted havoc on the innocent sheep. The only force standing between the population and vile arcanists are us. Striking down the users of magic is one step in our plan, but we also have to understand how magic affects our charges, and how to break the magical bonds that they often find themselves shackled by."

Inquisitor Judge

Medium humanoid (any race), any lawful alignment

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Skills Insight +6, Investigation +5, Perception +6, Religion +5
Senses passive Perception 16
Languages any two languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aura of Clarity. While within 10 feet of a conscious inquisitior judge, creatures of the judge's choice can't be blinded or frightened, and creatures and objects can be invisible only if the judge allows it.

Brand Heretic (Recharges after a Short or Long Rest). As a bonus action, the inquisitior judge chooses one creature the judge can see within 30 feet of it. The judge marks the target as a heretic. For 1 minute, the judge's weapon attack rolls against the heretic score a critical hit on a roll of 19 or 20. At the start of each of the heretic's turns, the judge can use a reaction to make one weapon attack against the heretic.

Smite. When the inquisitior judge hits with a melee weapon attack, it can expend one spell slot to deal extra radiant damage. The extra damage is 9 (2d8) for a 1st-level spell slot, 13 (3d8) for a 2nd-level one, and 18 (4d8) for a 3rd level slot.

Spellcasting. The inquisitior judge is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). The judge has the following paladin spells prepared:
1st level (4 slots): *detect magic*, *hunter's mark*, *protection from evil and good*
2nd level (3 slots): *detect thoughts*, *lesser restoration*
3rd level (3 slots): *dispel magic*, *remove curse*

Actions

Multiattack. The judge makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 4 (1d8) radiant damage.

"One rotten arcanist in a community might seem like a small threat, but like a similarly rotten apple, within days the entire bushel basket is corrupted if the rot is not discovered and eliminated quickly. Unlike an apple, however, discovering a rotten soul is much more difficult. Fortunately, our Inquisition have tools at our disposal that allow us to ferret out that rot. Once it's discovered through our use of the will of Empyreus, then more mundane tools are at our disposal. Assuming, of course, that you consider a very sharp blade applied to a neck as a mundane tool."

Beast Blights

Disease is no stranger to the people of Etharis. The virulent Weeping Pox has devastated towns and families, and the Tears of the Hungerer is rumored to be a poison designed by necromancers. Other afflictions, such as the Seven Shades of Sitri and the Faith Cough, are not deadly but can impede even the strongest body. These diseases can be carried by animals, breaking their normal method of transmission. A twist of nature or foul magic has created carriers, some intentionally and some aggressively, that spread sickness quickly.

Faith Finch. Seeing a silver faith finch is considered a sign of good luck. If one of these friendly birds lands on a shoulder or hand, it can be thought of as a blessing from the Divine Arch Seraphs. But some of these birds carry and spread the Faith Cough.

Pox Dog. Oozing lesions cover a pox dog's body, matting its fur. Pus runs from its eyes. Lack of hydration has receded its gums. Pox dogs attack other creatures on sight and form packs, seeking blood to slake their thirst. They are harder to kill than appearances might make it seem.

Sitri Cat. If a cat is hardier and more aggressive than a regular cat, it might carry the disease called Seven Shades of Sitri. Such cats otherwise show no signs of illness. A rub against the leg, a pet on the head, or a claw can all transmit the sickness.

Salvage

Someone who has proficiency with leatherworker's tools can fashion the hides of ten pox dogs into leather armor, studded leather armor, or hide armor. Leather and hide require 8 days of work and extra materials worth 50 gp, while studded leather requires 10 days and 100 gp. Somebody must cast lesser restoration on the armor at least once during the process. A creature wearing the armor has advantage on saving throws against disease.

Additionally, the beautiful silver feathers of a faith finch can fetch 5 gp per finch from a costume maker or other clothier.

Sitri Cat

Tiny monstrosity, unaligned

Armor Class 13
Hit Points 5 (2d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	10 (+0)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Challenge 0 (10 XP) **Proficiency Bonus** +2

Keen Smell. The Sitri cat has advantage on Wisdom (Perception) checks that rely on smell.

Seven Shades of Sitri. A humanoid who touches a Sitri cat must succeed on a DC 13 Constitution saving throw or become infected with the Seven Shades of Sitri. If a humanoid succeeds on the saving throw, they're immune to the disease for 24 hours. Carnal urges overwhelm an infected humanoid. When the infected interacts with another non-hostile humanoid, the infected becomes charmed by that humanoid until the subject of the infatuation or their friends harm the infected. The infected can repeat the saving throw once every 24 hours. Current infatuations end when one of these saves succeeds. The disease ends for the infected when they have succeeded on five saving throws.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage and Seven Shades of Sitri.

Faith Finch

Tiny monstrosity, unaligned

Armor Class 13
Hit Points 1 (1d4 – 1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	16 (+3)	8 (–1)	2 (–4)	14 (+2)	6 (–2)

Skills Perception +4
Senses passive Perception 14
Challenge 0 (10 XP) **Proficiency Bonus** +2

Faith Cough. A humanoid who touches a faith finch must succeed on a DC 13 Constitution saving throw or become infected with Faith Cough. If a humanoid succeeds on the saving throw, they're immune to the disease for 24 hours. Those infected with Faith Cough have disadvantage on Dexterity (Stealth) checks and Constitution checks. The infected can repeat the saving throw once every 24 hours. The disease ends for the infected when they have succeeded on seven saving throws.

Keen Sight. The faith finch has advantage on Wisdom (Perception) checks that rely on sight.

Inspired Presence. A creature that succeeds on a DC 15 Wisdom (Animal Handling) check can coax a faith finch to land on them. A person a faith finch lands on gains inspiration.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage and Faith Cough.

Pox Dog

Medium monstrosity, unaligned

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (–4)	10 (+0)	4 (–3)

Skills Perception +2
Senses passive Perception 12
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The pox dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The pox dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

Weeping Pox. A humanoid that comes within 5 feet of the pox dog must succeed on a DC 15 Constitution saving throw or contract Weeping Pox. If a humanoid succeeds on the saving throw, it's immune to the disease for 24 hours. A humanoid infected with the disease must repeat the saving throw every 24 hours, increasing its exhaustion level by one on a failure. This exhaustion can't be reduced until the disease is cured. The disease can be cured only with magic.

Until the first level of exhaustion sets in, however, the humanoid has sharpened senses and a sense of wellbeing. Whenever this humanoid makes an ability check or saving throw against anything other than the disease, they can roll a d4 and add the number rolled to the ability check or saving throw. A slight fever and overexcitement are the only signs this condition comes from Weeping Pox.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and Weeping Pox.

The Great Beast

"The Great Beast is just a rumor—a story parents tell their children to keep them from wandering too far from home. It's a crime to spread lies about the existence of the Beast. Also, it's a crime to fail to report any sightings of the Beast to the proper authorities."

True Rumors, False Verities. No one knows when the Great Beast appeared on Etharis, because no one can confirm the Beast exists. Many claim to have seen the Beast, but when the sight of a thing causes madness, and when the many horrors on Etharis are mistaken for that thing, it's impossible to ferret out the differences between fact and fiction.

Colossal Monstrosity. When alleged eyewitnesses to attacks by the Beast come to any sort of consensus, they describe a towering, shadow-wreathed figure, as tall as the tallest cathedral spire. Its head is described as an enormous deer skull crowned with ever-branching antlers. Its elongated, emaciated, human-like body moves with unnatural grace when it is not stopping to destroy any living thing in its path. Its long limbs claw and grasp, eviscerating its terrified victims without care or mercy.

Corruption Made Flesh. Many alleged sightings of the Beast end with shaken witnesses talking about seeing a gigantic hazy form towering above the foliage in the distance. The insubstantial form meanders across the landscape, phasing into and out of view at seemingly random intervals. Then the form disappears completely, fading to nothing.

Not long after these sightings, strange and horrific creatures emerge from the wilds or the city sewers. Sometimes these creatures are undead, sometimes they're monstrosities, but they're always corrupted versions of the normal creatures inhabiting the area.

Harbinger of End Times. While the truth of the Beast is unknown—and perhaps unknowable—that has not stopped others from using the myths and rumors surrounding the Beast for their own purposes. The Arcanist Inquisition points to the Beast as a reason for their existence and an excuse for their often brutal methods. Doomsday cults welcome the Beast as the one to bring an end to this tainted world. Even individuals who perform calculated crimes cry out at their trials that they'd fallen under the sway of the Beast, hoping to play on fear and sympathy to earn undeserved mercy.

Creatures Mutated by the Beast

Simply being in the proximity of the Great Beast causes gruesome and dangerous mutations in creatures. Some creatures—such as hurrocks, gnolls, and caprathorns, for example—are specifically spawned, changed, or created by interactions with the Beast.

For other creatures, however, their mutations are more random. Use the following table to create unique creatures that have fallen prey to the Beast's mutative powers. Also feel free to create your own using these as guides:

Beast Mutations

1d12	Mutation
1	The creature grows a second head, which seeks to kill all living things and gains a bite attack.
2	The creature's shadow can detach and attack as a shadow or a specter.
3	The creature grows three extra eyes on stalks that provide truesight to 60 feet.
4	Slashing or piercing damage to the creature spurts green bile onto any adjacent creatures, dealing 1d6 acid damage per proficiency bonus.
5	The creature grows a long tongue that can knock an adjacent creature prone as a bonus action unless it succeeds on a DC 10 Strength saving throw.
6	Once injured, the creature goes berserk and has advantage on all melee attacks, but also grants advantage against melee attacks.
7	The creature gains immunity to one damage type, while gaining vulnerability to another.
8	The creature grows bloody wings and gains a fly speed equal to its walking speed.
9	The creature's natural weapons automatically score a critical hit on a hit, but also deal half the damage dealt from these attack to the creature itself.
10	The creature grows hard scales that add 2 to its AC, but it suffers disadvantage on all saving throws.
11	Upon reaching 0 hit points, the creature explodes in a shower of gore, blinding all creatures with 20 feet for one round unless they succeed on a DC 15 Dexterity saving throw.
12	Roll twice, ignoring duplicates.

The Truth of the Great Beast

The Great Beast is not something that has a stat block and a set of limited abilities. This is because the Beast is as much an idea as a being. Evil. Corruption. Uncaring and wanton destruction. The inevitability of annihilation. Gods and mortals alike can defeat almost anything if they are lucky, skilled, and powerful enough. But they can't outlast the sad truth that all things end. That's what the Beast represents.

That doesn't mean, however, that the monstrosities that the Beast spawns can't be temporarily defeated and cleansed from an area. An aspect of cosmic horror, which the Beast represents, is the unknowable vastness of the multiverse transcends both our understanding and our very senses. The fun of cosmic horror is letting heroes win small victories over the evils they can understand, with the vague uneasiness that something much more dangerous is lurking behind it.

Just as the full nature of the Beast can't be known, its origins are equally veiled in mystery. As a representative off all things that horrify and annihilate living beings, the Beast was always there. However, its current aspect on Etharis can be given a starting point. Maybe it was when the gods died. Maybe the Beast slipped into Etharis when King Leopold went mad and fell to assassins' blades. Maybe some other event triggered this manifestation of woe.

For your campaign, use the Beast as a tool rather than a goal. Maybe the Beast's attention is drawn to powerful mortal energy or powerful magic. This allows a game master to counterbalance the characters gaining power or casting high-level magic. Maybe the Beast's appearance in an area is tied to some choice the characters made. Maybe it shows up as a mechanical counterbalance to using the Beast and Resolve Pools highlighted in *Grim Hollow: The Players Guide*. As a game master in a Grim Hollow campaign, you are the Great Beast. Ravage the land as you see fit.

GM Advice: Quote: "I was having a pint at the inn one night. This strange lass started asking us questions about the time when the Beast passed by the town. We tried to tell her what we saw in the wake of the Beast, but she had this far-away look in her eyes, like she wasn't even listening. Worse than that, as we got to the gristly parts about the animals changing into monsters, or people going mad, she got this little smile on her face. Pretty soon she just got up and left. I don't know if she was a sage, an adventurer, or just a stranger with an unhealthy obsession."

Bladewhirl

"After the bladewhirl had its way with them, there weren't nothing left but tiny pieces and blood on the walls."

Rolling Death. A bladewhirl is a mass of blades that rapidly spins to burrow into its victims. The fell intelligence animating a bladewhirl exists only to hunt and kill.

Last Resort. An evil wizard created the first bladewhirls to end a siege on her fortress. Once a bladewhirl is unleashed, it doesn't stop killing. And the construct doesn't discriminate among viable targets. It kills everything.

Salvage

When defeated, a bladewhirl falls apart into several shortswords and scimitars, along with shattered bits of such weapons. One or more of these blades might be a magic weapon.

Lore

DC 10 Intelligence (History): Bladewhirls are murderous constructs made from numerous blades.

DC 15 Intelligence (Arcana): A bladewhirl is fast and able to jump to great heights. It always attacks the creature closest to it. Once a bladewhirl is free to roam and attack, it doesn't stop.

DC 15 Intelligence (Arcana): A bladewhirl is immune to poison and psychic damage, and it's resistant to fire. It takes magic weapons to harm one effectively.

Bladewhirl

Medium construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	3 (–4)	8 (–1)	5 (–3)

Damage Immunities poison, psychic
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Bounce. When using the Dash action, the bladewhirl can high jump a distance up to its current speed. It takes no falling damage from this jump.

Grappled Menace. A bladewhirl can't grapple, but it has advantage on attack rolls against any creature grappling it.

Indiscriminate. Whenever the bladewhirl starts its turn, it attacks the closest creature it can sense. If no creature is near enough to move to and attack, the bladewhirl takes the Dash action to move toward the nearest creature or moves in a random direction seeking a creature.

Actions

Multiattack. The bladewhirl makes three blades attacks.

Blades. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 7 (1d6 + 4) slashing damage.

Blazehorn

"I'm sure some alchemist's to blame for this."

Flame Throwers. Blazehorns are hulking, hoofed mammals whose bodies produce a substance like alchemist's fire. A blazehorn can launch this volatile material from a hump on its back. With an unending supply of fire, blazehorns love spreading destruction. Their young thrive in burned areas, feeding on scorched plant material, burnt resinous trees, and ash.

Destruction Untamed. Numerous alchemists have sought to tame blazehorns to simplify the creation of their volatile elixirs. Every attempt has ended in failure. The fiery nature of a blazehorn has proven impossible to curb for long.

Salvage

From one dead blazehorn, someone who succeeds at a DC 13 Intelligence (Arcana or Nature) or Wisdom (Animal Handling or Medicine) check can harvest enough tar to create three flasks of alchemist's fire. However, if the check to harvest the material fails by 5 or more, treat it as if the blazehorn's Firebomb action went off at a point on the edge of the blazehorn's space closest the harvester. This event destroys all the tar that could have been harvested from that blazehorn.

Lore

DC 10 Intelligence (Nature): Blazehorns are hulking ruminants that produce a tar like alchemist's fire. They prefer scorched plants and ash for food.

DC 15 Intelligence (Arcana): A blazehorn is immune to fire damage.

DC 20 Intelligence (Nature): When wounded, a blazehorn can emit a retaliatory firebomb.

Blazehorn

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	2 (–4)	12 (+1)	5 (–3)

Damage Immunities fire
Senses passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the blazehorn moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Firebomb (Recharge 5–6). The blazehorn launches a ball of flaming tar at a point it can see within 60 feet of it. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw. On a failure, the target takes 7 (3d4) fire damage and ignites. If the save is successful, the target takes half as much fire damage and doesn't catch fire. An ignited creature takes 2 (1d4) fire damage at the start of each of its turns. A creature can use its action to repeat the save, extinguishing the flames on a success. Flammable objects in the area also catch fire.

Reactions

Defensive Launch. When the blazehorn drops to fewer than half its hit points, it recharges Firebomb and uses it immediately. It targets the source of the damage that triggered this reaction if possible.

Blight Elementals

"In places where the land is twisted from its natural state, elementals can be affected. Their poison spreads quickly, creating more of their kind, until the blight covers everything."

Affront to Nature. Whether through a brush with powerful malevolence or unwise experiments, elementals can be corrupted, turning them into blighted forms. Fey and others with a connection to nature have an instinctive aversion to these creatures.

Toxic Magic. Blighted elementals are sources of poison, carrying their corruption with them and spreading it to new places. They multiply rapidly and carry death to the unwary. For those with sinister intentions though, they can be an excellent source of dangerous, potent ingredients for potions or poison.

Salvage

The remains of a blight elemental can be used to produce one of two concoctions. Each elemental leaves enough residue for three doses, which can be divided among the brews created. Someone who has proficiency with alchemist's supplies or a poisoner's kit can use one portion of the residue and other materials worth 50 gp to produce one pale tincture. Producing the tincture requires 1 day of work and a successful DC 13 Intelligence or Wisdom check. Someone who has proficiency with alchemist's supplies or an herbalism kit can instead use one portion of the residue and other reagents worth 50 gp to make one *potion of resistance* (poison) that also confers the benefits of antitoxin. Making the potion requires the same amount of work and a similar successful check.

Lore

DC 10 Intelligence (Nature): Blight elementals arise when nature or the substance of an elemental plane is corrupted. These elementals can resemble non-elemental creatures, but they're still elementals. Blight elementals have elemental resistances, including to nonmagical attacks.

DC 15 Intelligence (Arcana): A blight elemental is always poisonous, in addition to its other powers. Some, such as deathmoss and forgeblights, have supernatural abilities to spread rot to creatures or objects.

DC 20 Intelligence (History): Some legends say a lich created the first blight elementals to gain the favor of the Arch Daemon Malikir. If such stories are true, finding the lich's notes might allow someone to return blight elementals to their original forms.

Blightwind

Large elemental, neutral evil

Armor Class 15
Hit Points 105 (14d10 + 28)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	7 (–2)	10 (+0)	5 (–3)

Skills Perception +3, Stealth +8
Damage Immunities poison
Damage Resistances necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Auran
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blight. Any creature that touches the blightwind or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Constitution saving throw or become poisoned until the end of that creature's next turn.

Mist Form. The blightwind can enter a hostile creature's space, subjecting that creature to Blight, and stop there. A creature can also enter the blightwind's space. The blightwind can move through a space air can move through without squeezing.

Actions

Multiattack. The blightwind makes two wind whip attacks.

Wind Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, 4 (1d8) necrotic damage, and Blight.

Blight Vortex (Recharge 5–6). Each creature within 20 feet of the blightwind must succeed on a DC 16 Strength saving throw or be pulled 20 feet straight toward the blightwind. If a creature would enter another creature's space, both creatures instead take 3 (1d6) bludgeoning damage and fall prone, each in the space they were in before colliding. Creatures pulled into the blightwind's space take 14 (2d8 + 5) necrotic damage and are subjected to Blight. A creature that fails the saving throw against Blight is blinded while poisoned due to that exposure to the trait.

GM Advice: You can expand the threat presented by blight elementals by giving them the ability to create new elementals from the corpses of their victims. This gives characters a very short time to stop these elementals, because a single elemental in a populated area could spawn dozens in a matter of minutes.

Bogfoul

Large elemental, chaotic evil

Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	5 (–3)	10 (+0)	6 (–2)

Skills Perception +3, Stealth +6
Damage Immunities poison
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Aquan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blight. Any creature that touches the bogfoul or hits it with a melee attack while within 5 feet of it must succeed on a DC 14 Constitution saving throw or become poisoned until the end of that creature's next turn.

Freeze. If the bogfoul takes cold damage, it partially freezes. Its speed is reduced by 20 feet until the end of its next turn.

Water Form. The bogfoul can enter a hostile creature's space, subjecting that creature to Blight, and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The bogfoul makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, 7 (2d6) poison damage, and Blight.

Noxious Splash. The bogfoul hurls a glob of foul water at a point it can see within 60 feet of it. Each creature within a 10-foot-radius sphere centered on that point must make a DC 14 Constitution saving throw. The sphere goes around corners. On a failed save, a creature takes 17 (5d6) poison damage and becomes poisoned until the end of its next turn.

Swamp (Recharge 5–6). Each creature fully in the bogfoul's space must make a DC 14 Constitution saving throw. On a failure, a target takes 10 (2d6 + 3) bludgeoning damage and 7 (2d6) poison damage. If the target is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and able to breathe only if it can breathe water. If the saving throw is successful, the target is pushed out of the bogfoul's space. A creature within 5 feet of the bogfoul can pull a creature or object out of it by taking an action to make a DC 14 Strength (Athletics) check and succeeding. Such a creature is exposed to the Blight trait.

Deathmoss

Large elemental, chaotic evil

Armor Class 13 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (–3)	18 (+4)	5 (–3)	10 (+0)	5 (–3)

Damage Vulnerabilities cold
Damage Immunities poison
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blight. Any creature that touches the deathmoss or hits it with a melee attack while within 5 feet of it must succeed on a DC 15 Constitution saving throw or become poisoned until the end of that creature's next turn.

Earth Glide. The deathmoss can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

False Appearance. While the deathmoss remains motionless, it is indistinguishable from a moss-covered mound.

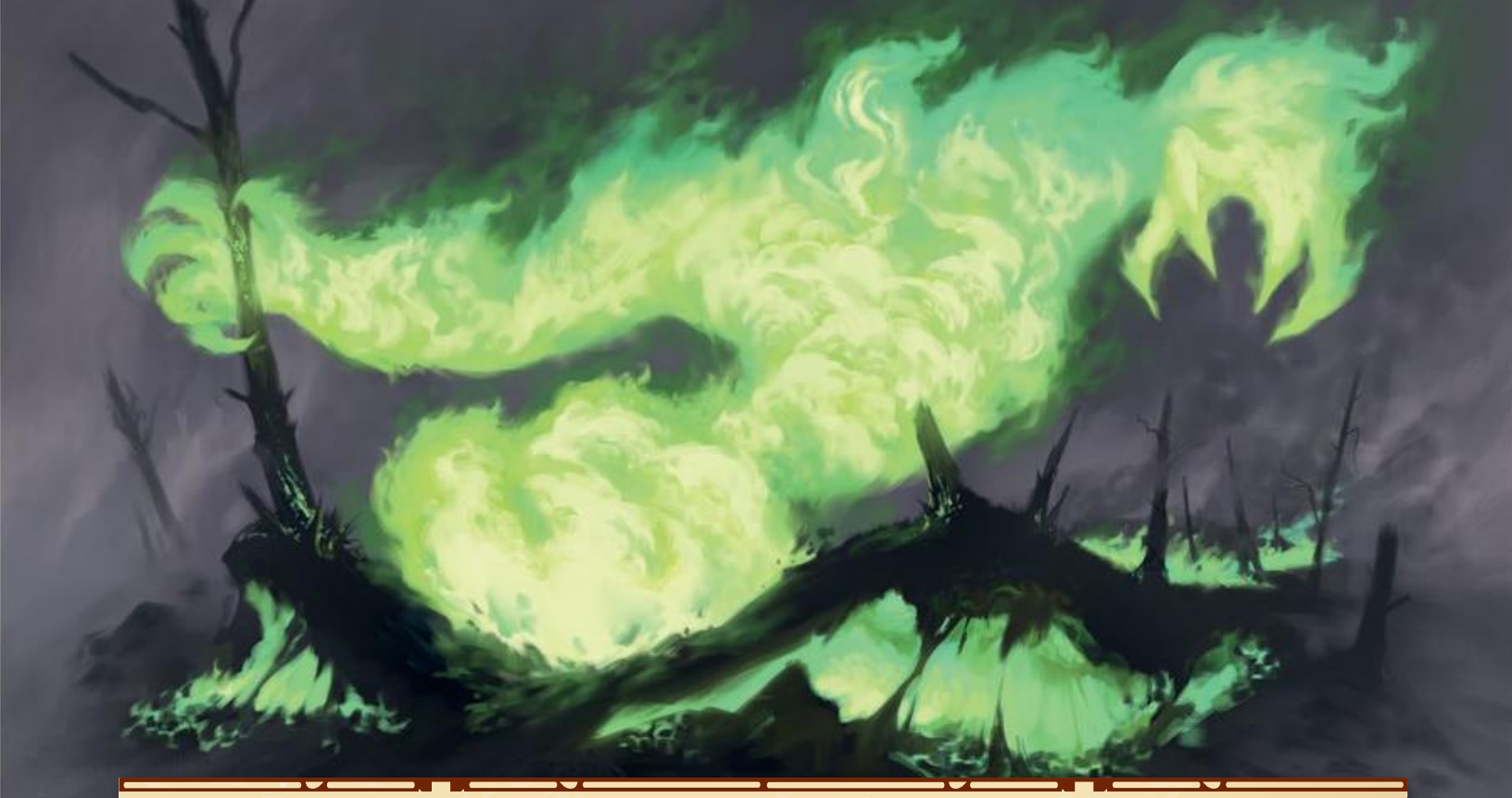
Siege Monster. The deathmoss deals double damage to objects and structures.

Actions

Multiattack. The deathmoss makes two slam attacks. It can use calming spores in place of one attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, 7 (2d6) necrotic damage, and Blight. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Calming Spores (Recharges after a Short or Long Rest). The deathmoss emits a cloud of spores in a 20-foot-radius sphere that goes around corners. Each creature in that area must succeed on a DC 15 Constitution saving throw or become indifferent toward the deathmoss for 1 minute, becoming unable to take hostile action toward the elemental. The target can repeat the saving throw at the end of each of its turns, when the deathmoss or its allies harm the creature, or the creature witnesses any ally being similarly harmed, ending the effect on itself on a success. If the initial saving throw is successful or the effect ends for a creature, the creature is then subjected to Blight.



Forgeblight

Large elemental, chaotic evil

Armor Class 14
Hit Points 119 (14d10 + 42)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	6 (–2)	10 (+0)	6 (–2)

Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blight. Any creature that touches the forgeblight or hits it with a melee attack while within 5 feet of it must succeed on a DC 14 Constitution saving throw or become poisoned until the end of that creature's next turn.

Cinder Form. The forgeblight can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the forgeblight or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. Also, the forgeblight can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and is subjected to Blight.

Illumination. The forgeblight sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Siege Monster. The forgeblight deals double damage to objects and structures.

Water Susceptibility. For every 5 feet the forgeblight moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Weapon Blight. Any nonmagical weapon that strikes the forgeblight partially burns away. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If the penalty reaches –5, the weapon is destroyed. Nonmagical ammunition that hits the forgeblight deals damage and is then destroyed.

Actions

Multiattack. The forgeblight makes two attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, 4 (1d8) fire damage, and Blight. A creature wearing nonmagical armor or a shield must succeed on a DC 14 Dexterity saving throw, or the armor or shield (target's choice) partially burns away. The creature takes another 4 (1d8) fire damage, armor takes a permanent and cumulative −1 penalty to the AC it offers, or the shield takes a similar penalty to its bonus to AC. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Cinder Burst. The forgeblight hurls a ball of cinders at a point it can see within 60 feet of it. Each creature within a 10-foot-radius sphere centered on that point must make a DC 14 Constitution saving throw. The sphere goes around corners. On a failed save, a creature takes 7 (2d6) fire damage, takes 7 (2d6) poison damage, and becomes poisoned until the end of its next turn. While poisoned in this way, a creature can't benefit from being invisible.

Blightscale Dragon

"Dragons are rare, so seeing one is terrifying. Seeing one rotting before your eyes as it approaches? Mind-shattering!"

Cursed Dragon. The curse of foul blight is potent necromancy when leveled against a hated foe. Some foolish wizard modified the curse of foul blight to affect a dragon who had wronged them, using a single scale from the hated dragon. What this wizard unleashed was a variant of the curse of foul blight known as blightscale, accursed magic that twists and warps a majestic dragon into a loathsome, terrifying beast.

Humanoids infected with the curse of foul blight become lone wanderers, but the lairing instinct of the blightscale dragon remains true. The dragon no longer bothers to amass wealth or hunt. It makes forays from its living tomb to assuage its suffering by lashing out against any who travel nearby.

Physical Changes. A blightscale dragon's breath weapon is a stinking exhalation of insects and necrotic bile. The dragon's armorlike scales split and encrust with thick pus that hardens to the consistency of stone. Fangs crack and rot at the gums, just as deadly but crawling with disease and stained with ichor.

Salvage

Someone who has proficiency with smith's tools or leatherworker's tools can fashion the scales of an adult or ancient blightscale dragon into *dragon scale mail*. Doing so takes 10 days and other materials worth 5,000 gp. The armor offers no protection against Frightful Presence but grants resistance to necrotic damage and poison damage.

A claw from a young or older blightscale dragon can be fashioned into a *dagger of venom*. Doing so requires proficiency with smith's tools or woodcarver's tools, 5 days of work, and other materials worth 1,000 gp.

If the two eye-fangs of an adult or ancient blightscale dragon are treated with a *remove curse* spell and buried together in soil consecrated with a *hallow* spell, they grow into a blight drake that emerges from the earth in 3 days. This drake bonds with the first creature to feed it.

Blood and other fluids of a blightscale dragon can be harvested and used to offset the shadowsteel component when bestowing a curse of foul blight. A wyrmling is worth 250 gp, a young dragon 750 gp, an adult 1,500 gp, and an ancient dragon 3,000 gp.

Lore

DC 15 Wisdom (History): A blightscale dragon is a dragon that has been subjected to a powerful curse.

DC 15 Wisdom (Medicine): A blightscale dragon is immune to necrotic damage and poison. Its breath weapon is a swarm of poisonous insects and gas.

DC 20 Intelligence (Arcana): The curse on the blightscale dragon makes it exude a toxic, cursed gas when it dies, possibly passing on a portion of the curse.

A Blightscale Dragon's Lair

Blightscale dragons create temporary lairs in which they suffer the curse in rage and despair. Whether a cave or a building, the dragon pulls easy entrances down so that none can view it in its agonized state. The air inside is rank, and those who draw a full breath become nauseated. The curse attracts insects that construct colonies resembling yellow, congealed lumps.

Lair Actions

On initiative count 20 (losing initiative ties), an adult or ancient blightscale dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row.

- Insects burst from a hive built on a surface that the dragon can see within 120 feet of it. Any creature within 20 feet of the hive must succeed on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage. The insects disperse on initiative count 20 of the next round. They disperse early if subjected to intense wind or a damaging area effect.
- Puslike fluid erupts in a 20-foot radius centered on a point on the ground the dragon can see within 120 feet of it. That area becomes difficult terrain, and a creature moving through this terrain must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15) by the sucking glop and restrained while grappled in this way. Another creature can pull a restrained target free by taking an action and succeeding on a DC 15 Strength (Athletics) check. The ground dries sufficiently to return to normal on initiative count 20 of the next round.
- Foul gas belches forth in a 20-foot-radius sphere from a point the dragon can see within 120 feet of it. The cloud spreads around corners, and its area is heavily

Ancient Blightscale Dragon

Gargantuan dragon (cursed), neutral evil

Armor Class 21 (natural armor)
Hit Points 420 (24d20 + 168)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	8 (–1)

Saving Throws Dex +7, Wis +8, Cha +6
Skills Insight +8, Perception +15, Stealth +7
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages One national language, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Accursed Death. When the dragon dies, it exudes a cloud of sickening, accursed gas. Each creature within 30 feet of the dragon must succeed on a DC 22 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. However, a creature that fails two of these saving throws becomes cursed. A creature cursed in this way takes 22 (4d10) necrotic damage and can't regain hit points, and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. Every 24 hours, the cursed creature takes 22 (4d10) necrotic damage with similar reduction to the creature's hit point maximum. If the curse reduces the target's hit point maximum to 0, the target dies.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its sickening presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage and 10 (3d6) necrotic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage and 5 (2d4) poison damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Sickening Presence. Each creature within 60 feet of the dragon must succeed on a DC 22 Constitution saving throw or become poisoned until the end of the dragon's next turn. On a successful saving throw, the creature is immune to the dragon's Sickening Presence for 1 hour.

Swarm Breath (Recharge 5–6). The dragon exhales a 90-foot cone of poisonous insects and vile gas. Each creature in that area must make a DC 22 Constitution saving throw, taking 35 (10d6) piercing damage and 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options here. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 17 (2d8 + 8) bludgeoning damage and fall prone. The dragon can then fly up to half its flying speed.

obscured. Each creature within the cloud at the start of its turn must make a DC 15 Constitution saving throw against poison. On a failed save, the creature is poisoned. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. This cloud disperses on initiative count 20 of the next round. It disperses early if subjected to intense wind.

Regional Effects

An adult or ancient blightscale dragon's curse warps the land around the dragon's lair, creating one or more of the following effects.

- The smell of decay can be detected 6 miles from the lair, growing stronger as one moves nearer.
- Water sources within 1 mile of the lair have soured, and the water smells and tastes foul. Only the dragon can drink it safely. Any other creature that does so must succeed on a DC 15 Constitution saving throw 10 minutes later or become poisoned. A poisoned creature can repeat the saving throw every hour, ending the effect on itself on a success. A creature that succeeds on a DC 15 Wisdom (Medicine) check or a DC 15 Wisdom check using proficiency with an herbalism kit can cure this condition with 10 minutes of effort.
- Vegetation within 1 mile of the lair is sickly and nasty. It provides no more than half its normal food value. Within 1,500 feet of the lair, plants are inedible, and no wildlife can be found.
- Beasts and plant creatures within 1 mile of the lair are aggressive and hard to reason with. In combat, at the start of its turn, such a creature gains advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn. Effects that cure disease can end this effect for 1 day, but it returns if the creature remains in the area.

If the dragon dies, these effects fade over 2d4 days. Signs of environmental damage remain indefinitely.

Adult Blightscale Dragon

Huge dragon (cursed), neutral evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	14 (+2)	12 (+1)	8 (–1)

Saving Throws Dex +5, Wis +6, Cha +4
Skills Insight +6, Perception +11, Stealth +5
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages One national language, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Accursed Death. When the dragon dies, it exudes a cloud of sickening, accursed gas. Each creature within 20 feet of the dragon must succeed on a DC 19 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. However, a creature that fails two of these saving throws becomes cursed. A creature cursed in this way takes 16 (3d10) necrotic damage and can't regain hit points, and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. Every 24 hours, the cursed creature takes 16 (3d10) necrotic damage with similar reduction to the creature's hit point maximum. If the curse reduces the target's hit point maximum to 0, the target dies.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its sickening presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage and 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage and 3 (1d6) poison damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Sickening Presence. Each creature within 60 feet of the dragon must succeed on a DC 19 Constitution saving throw or become poisoned until the end of the dragon's next turn. On a successful saving throw, the creature is immune to the dragon's Sickening Presence for 1 hour.

Swarm Breath (Recharge 5–6). The dragon exhales a 60-foot cone of poisonous insects and vile gas. Each creature in that area must make a DC 19 Constitution saving throw, taking 28 (8d6) piercing damage and 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options here. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Takes 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and fall prone. The dragon can then fly up to half its flying speed.

Young Blightscale Dragon

Large dragon (cursed), neutral evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	12 (+1)	11 (+0)	8 (–1)

Saving Throws Dex +4, Wis +3, Cha +2
Skills Insight +3, Perception +6, Stealth +4
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages One national language, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Accursed Death. When the dragon dies, it exudes a cloud of sickening, accursed gas. Each creature within 20 ft. of the dragon must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. However, a creature that fails two of these saving throws becomes cursed. A creature cursed in this way takes 10 (3d6) necrotic damage and can't regain hit points, and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. Every 24 hours, the cursed creature takes 10 (3d6) necrotic damage with similar reduction to the creature's hit point maximum. If the curse reduces the target's hit point maximum to 0, the target dies.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 5 (2d4) necrotic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage and 2 (1d4) poison damage.

Swarm Breath (Recharge 5–6). The dragon exhales a 30-foot cone of poisonous insects and vile gas. Each creature in that area must make a DC 15 Constitution saving throw, taking 14 (4d6) piercing damage and 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Blightscale Dragon Wyrmling

Medium dragon (cursed), neutral evil

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	10 (+0)	8 (–1)

Saving Throws Dex +3, Wis +2, Cha +1
Skills Insight +2, Perception +4, Stealth +3
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Accursed Death. When the dragon dies, it exudes a cloud of sickening, accursed gas. Each creature within 10 ft. of the dragon must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. However, a creature that fails two of these saving throws becomes cursed. A creature cursed in this way takes 5 (2d4) necrotic damage and can't regain hit points, and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. Every 24 hours, the cursed creature takes 5 (2d4) necrotic damage with similar reduction to the creature's hit point maximum. If the curse reduces the target's hit point maximum to 0, the target dies.

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and 2 (1d4) necrotic damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 1 poison damage.

Swarm Breath (Recharge 5–6). The dragon exhales a 15-foot cone of poisonous insects and vile gas. Each creature in that area must make a DC 12 Constitution saving throw, taking 7 (2d6) piercing damage and 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Blood Brood

"If you spot small, spiny orbs of blood flying around, beware their mum, who'll be on the ground but not far behind."

Shared Blood. The blood brooder gets its name from the fact that it looks like an armored, spined collection of blood and viscera, and it births smaller orbs called blood bulbs. These offspring are less armored but as sapient and predatory as their parent. With malign guile, these aberrations hunt for other creatures and devour them. Members of this brood protect one another not only by coordinating to defeat foes, but also by exchanging the fluid that makes up their bodies.

Roaming Family. While the brooder rests and births, blood bulbs roam, searching for more prey. They split into packs to hunt, and then report back to their kin. When on the move, the brooder often carries bulbs in pouches on its sides.

Salvage

Someone who has proficiency with leatherworker's tools can use the hide and spines of a blood brooder to fashion *spike armor* (see Chapter 4). Doing so takes 5 days of work and other materials worth 50 gp.

Lore

DC 10 Intelligence (History): Members of the blood brood are oozelike aberrations. They aren't as fluid as oozes, but they can't be knocked prone.

DC 15 Intelligence (Arcana): Blood bulbs, which are thought to be infant blood brooders, can attach to prey and engulf the head. They can also hide in pouches on the side of a blood brooder.

DC 20 Intelligence (Arcana): The blood brood can exchange blood when close, each supporting the survival of others.

Blood Brooder

Large aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	4 (–3)	12 (+1)	5 (–3)

Condition Immunities prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Blood Exchange. As a bonus action, the blood brooder can give hit points to blood bulbs within 5 feet of it, losing hit points so the bulbs gain them. The brooder can't use this trait if it has fewer than half its hit points.

Bulb Pouches. Up to eight blood bulbs can take refuge in pouches on the blood brooder's sides, entering or exiting a pouch using 5 feet of movement. Bulbs in a pouch are in the brooder's space and move with the brooder. Blood bulbs have three-quarters cover in these pouches.

Actions

Multiattack. The blood brooder makes three spines attacks.

Spines. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Blood Bulb

Small aberration, neutral evil

Armor Class 13
Hit Points 11 (2d6 + 4)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	3 (–4)	10 (+0)	3 (–4)

Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Blood Exchange. As a bonus action, the blood bulb can give hit points to one blood brooder or another blood bulb within 5 feet of it, losing hit points so the other creature gains them. The bulb can't use this trait if it has fewer than half its hit points.

Actions

Attach. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Medium or smaller, the blood bulb enters its space and attaches to it. Also, if the blood bulb has advantage on the attack roll, it attaches by engulfing the target's head. Such a target is blinded and unable to breathe while the blood bulb is attached in this way.

While attached to the target, the blood bulb can attack only the target but has advantage on its attack rolls to do so. On a hit, the target loses an extra 2 (1d4) hit points to blood loss. The blood bulb moves with the target, and if it moves on its own, it detaches. Doing so costs the blood bulb 5 feet of movement.

A creature can use an action to detach a blood bulb. Doing so requires a successful DC 13 Strength (Athletics) check.

Blood Ooze

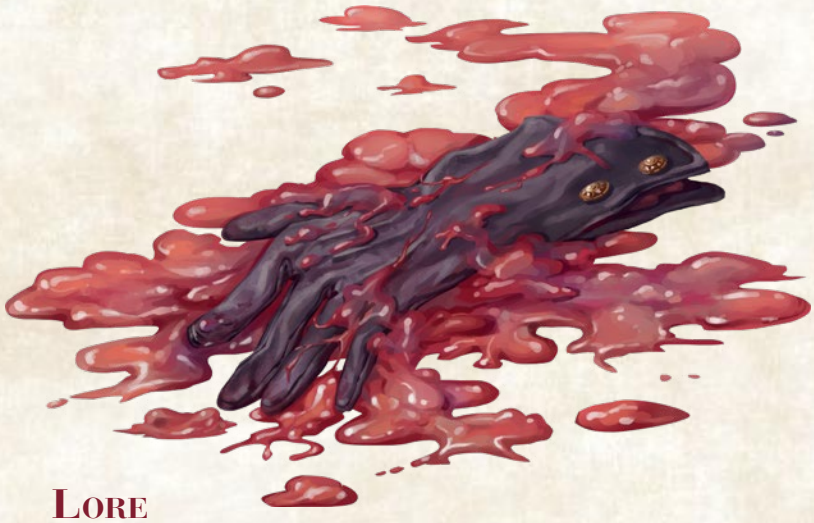
"I was never too fond of pets. But I never thought they'd be terrifying until I saw a lord feeding a prisoner to his blood ooze."

Bloody Pets. Vampires and practitioners of blood magic keep blood oozes as pets. They are clever enough to learn tricks, especially if rewarded with living creatures as food. Even roughly trained, blood oozes can keep watch in areas susceptible to infiltration, such as waterways or secret passages.

Trainable Servants. Well-trained blood oozes have a penchant for understanding what their masters want. The ooze can take different shapes to please or entertain. They follow simple instructions, but an ooze might be distracted by a potential meal.

Salvage

A blood ooze ejects what its prey wore or carried. That means, provided no one collects these leavings, treasure can be found in and around the ooze's lair. An ooze's keepers usually collect anything of real value, however.



Lore

DC 10 Intelligence (Nature): Sapient creatures that revel in blood, such as vampires, like to keep blood oozes. These terrifying jellies act quickly when they scent blood, and they can dissolve a living creature to acid-scarred bones in a matter of moments.

DC 15 Intelligence (History): Stories speak of blood oozes guarding the dungeons of evil creatures. Would-be heroes run afoul of these terrors in damp passages beneath more than one fabled castle.

Blood Ooze

Large ooze, unaligned

Armor Class 11
Hit Points 150 (20d10 + 40)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	3 (–4)	10 (+0)	3 (–4)

Skills Stealth +4
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amorphous. The blood ooze can move through a space as narrow as 1 inch wide without squeezing.

Blood Scent. Double the blood ooze's blindsight for detecting living creatures that lack all their hit points. The blood ooze can use a bonus action to make a pseudopod attack against or take the Dash action to move toward such a creature.

Spider Climb. The blood ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The blood ooze makes two pseudopod attacks. It can use engulf in place of one of these attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and 7 (2d6) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. The blood ooze can grapple up to two creatures at a time.

Engulf. One creature grappled by the blood ooze must succeed on a DC 14 Strength saving throw or be pulled into the ooze's body. An engulfed target is blinded, restrained, unable to breathe, and has total cover from effects that originate outside the ooze. At the start of each of the ooze's turns, the engulfed creature takes 18 (4d8) acid damage. The ooze can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make its choice of a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes and uses 5 ft. of movement to enter a space of its choice within 5 ft. of the ooze.

If the ooze dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement. The creature also gains an infusion of the ooze's life force, regaining 16 (3d10) hit points, gaining any excess as temporary hit points that last 24 hours. If a living creature dies within 24 hours of this infusion, the corpse dissolves into a blood ooze over the next hour. Magic that cures disease or removes a curse not only prevents this change, but also removes temporary hit points gained from the infusion.

If a creature dies while engulfed by the ooze, the creature's body dissolves inside the ooze. The ooze expels anything the creature wore or carried.

Blood Tracker

"People associate evil predators with the howling of a wolf or the flapping of bat wings. The real sound of terror is the quiet snuffling of a blood tracker."

Tainted Blood. Vampires and blood mages can feed hunting dogs necromantically tainted blood and meat to create monstrous blood trackers. A blood tracker changes from a normal canine into a large and growth-ridden monster, its nose transformed into a star-shaped appendage, like that of a mole. The diet turns the dog into a murderous monster.

Blood Bound. Those who create and raise blood trackers can feed the creatures their blood. In doing so, a bond forms like the bond between a mage and a familiar. Only one creature can bind a blood tracker in this way.

Salvage

Blood from a blood tracker bound to a master can be used to make an antidote to that master's powers. Someone who has proficiency with alchemist's supplies or an herbalism kit must mix the blood with herbs worth 50 gp. Tradition holds that a good-hearted priest must pray over the mixture as it brews for 4 hours. The brewer must succeed on a DC 13 Intelligence or Wisdom check to make the brew, and the priest allows that roll to be made with advantage if they succeed on a DC 15 Intelligence or Wisdom (Religion) check (priest's choice). The resulting antidote means the target can't be charmed, frightened, or possessed by the master for 1 hour. If a target is already charmed, frightened, or possessed by such a creature, the target can make a new saving throw with advantage, ending such effects on a success. The target also has advantage on other saving throws it makes against such effects while the antidote lasts. Regardless, the antidote suppresses the effects for the hour the antidote is active.

Lore

DC 15 Intelligence (Nature): A blood tracker was once a normal dog, but a vampire or other being adept in blood magic altered it.

DC 15 Intelligence (Arcana): Blood trackers are supernaturally gifted trackers. One might share a telepathic bond with the monster that created and trained it. The blood tracker's bite saps life force, and its bay rattles the innards and the senses.

Blood Tracker

Large monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (–2)	16 (+3)	7 (–2)

Skills Perception +6, Survival +6
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages understands one language but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blood Master. The blood tracker can be bound to one other evil creature, a master, by eating the master's blood for 13 days. While the master is within 100 ft. of the blood tracker, the two can communicate telepathically. As an action, provided the blood tracker is within 300 ft. of the master, the master can use the tracker's senses until the start of the master's next turn. The master can't use its own senses during this time.

Blood Tracker. The blood tracker has advantage on Wisdom checks to track living creatures. If such a creature has lost any hit points, magic can't prevent the blood tracker from tracking the creature.

Keen Hearing and Smell. The blood tracker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The blood tracker makes one bite attack and uses blood bay.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Blood Bay. The blood tracker chooses one creature it can sense within 60 feet of it. That creature must make a DC 13 Wisdom saving throw with disadvantage if the creature is not at full hit points. On a failure, the creature takes 13 (3d8) thunder damage, or 19 (3d12) thunder damage if not at full hit points, and it becomes frightened until the end of the blood tracker's next turn. While frightened in this way, the creature's speed drops to 0.

Bloodbonded

"Those who've turned their back on both the Seraphs and the Daemons? That way lies madness."

Disheveled Priests. A bloodbonded, at first glance, appears as an acolyte of an Arch Seraph whose vestments and robes are in disrepair. A closer look reveals a maimed body covered in pulsing red markings, generally missing an arm or even a leg. Angelic markings on the skin are replaced with nonsensical runes and patterns, meticulously scrawled in overlapping ways.

Justice Misled. Bloodbonded are the unique consequence of one of the Arch Daemon Venin's more elegant deceptions. Sometimes, when a particularly prayerful penitent beseeches Arch Seraph Solyma for guidance, Venin answers. The penitent, believing they hear the call of their angelic lady, drinks deeply of the cup of pride that they alone can hear the words of Solyma.

Irredeemable Apostates. Inevitably, Venin's twisted words demand horrible deeds: dark murder under the guise of justice, humanoid sacrifice under the veil of restoring balance, or self-mutilation as a penance for sins. Venin then reveals his lies to seal the fate of the deceived. Sometimes, these cheated creatures become devotees of Venin, seeing in his tricks the power they sought in justice. Others are torn by their misplaced devotion, renouncing the dark acts and terrible deeds too late. They lose their humanity and the divine powers they were once the sacred (or profane) keepers of.

Manipulative Leaders. The bloodbonded are mad, twisted, and hungry for the power and direction. To regain that power, they promise other desperate souls happiness, power, or vengeance. They gather a cult of the gullible, desperate, or weak, dominating the common folk and making ever-greater demands on their lives and sanities.

Running on Empty. The power of the bloodbonded comes from their own lifeblood and the residue of power left there by the enchantments they willingly bore and so suddenly renounced.

Salvage

Bloodbonded still possess the damaged and scarred remnants of their past devotions. When a bloodbonded dies, its blood still pulses and gives off light as it did when it was alive. One vial of this blood can be harvested from a single bloodbonded with a successful DC 10 Wisdom (Medicine) check. Drinking it within one day causes the user to be under the effect of a *bless* spell. When the spell ends, the user suffers one level of exhaustion.

Lore

DC 10 Intelligence (History): Bloodbonded are victims of their own foolish choices, worshipping false gods and then being driven mad by the ruse.

DC 15 Intelligence (Arcana): Bloodbonded use their followers as weapons, even causing them to explode in a wave of fiery blood, which damages nearby creatures.

Bloodbonded

Medium monstrosity, chaotic evil

Armor Class 16 (studded leather, shield)
Hit Points 66 (12d8+12) (or +24 if missing a leg)
Speed 30 ft. (or 10 ft. if missing a leg)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	15 (+2)	7 (-2)	18 (+4)

Saving Throws Con +3, Wis +0
Skills Deception +6, Persuasion, +6, Insight +0
Damage Resistances necrotic, radiant
Damage Vulnerability psychic
Condition Immunities charmed, frightened
Senses passive Perception 8
Languages Celestial, Infernal, one national language
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Bloody Inspiration. As a bonus action, the bloodbonded can inspire an ally within 30 feet to an enraged state of bloodlust for one minute. These followers gain 5 temporary hp, resistance to bludgeoning, piercing, and slashing damage, and vulnerability to psychic damage. All attacks made by the bloodbonded followers are reckless, gaining advantage to hit enemies but granting enemies advantage to hit them in turn.

Resolute Followers. Allies of the bloodbonded within 60 feet of it have advantage on Charisma and Wisdom saving throws.

Actions

Mace. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage.

Rage Bomb (2/Day). As a bonus action, the bloodbonded can infuse one of its bloodbonded followers who is under the effects of Bloody Inspiration with a fatal fury. This magic causes the follower to foam bloodily at the mouth. If the follower is not slain before the start of the bloodbonded's next turn, the follower dies and explodes in a shower of superheated blood. Creatures within 10 ft. must make a DC 14 Dexterity saving throw, taking 12 (2d8+3) fire damage on a failure and taking half damage on a success.

Blood Boil. The bloodbonded targets a creature it can see within 60 feet and utters words of madness. The target must succeed on a DC 14 Constitution saving throw or take 9 (2d8) fire damage as its blood superheats. The bloodbonded must be able to speak to use this ability.

Reactions

Loyal Followers. When a bloodbonded would take damage from a melee or ranged attack it can see that targets only the bloodbonded, it can use its reaction to call on one of its followers within 5 feet to take the damage instead.

Bloodwood Giants

"There was little we could do. Even Miklas's healing light couldn't staunch the blood welling from the wound torn by the giant's spear."

Masters of Forest Depths. Tainted by evil, these giants guard well their dark forested homes. Their dark mottled skin blends easily into the dappled light of shadowy woods.

Vicious Hunters. The giants live in small clans, usually led by their strongest warrior. They wield great spears roughly carved from bloodwood trees that tear ragged wounds which even skilled healers have trouble mending.

Ancient Bargains. These giants pay reverence to dark, long-forgotten spirits. Their shamans the vine callers, make blood-filled promises to ancient entities, hoping to reclaim lands they believe were stolen from them.

Cunning Giants. Though not as strong as their giant cousins, bloodwood giants are far more cunning. Experts at woodcraft, they can evade all but the most skilled trackers in their woodland homes.

Vine Caller. Vine callers use ancient magic to conjure dark vines from the earth, stealing vitality from their victims. Though they rarely lead clans, no giant dares dispute their words for fear of the dark magic at their disposal.

Chieftan. Most chieftains earn the grudging respect of their tribe by being their greatest hunter. Vine callers often tutor promising youth they foresee becoming clan leaders.

Bloodwood Giant

Huge giant, neutral evil

Armor Class 14 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Languages Giant
Challenge 6 (1,800 XP) **Proficiency Bonus** +3

Bleeding Strikes. A creature that takes damage from the giant's blood spear attack must succeed at a DC 14 Constitution saving throw or gain the bleeding condition (see *Grim Hollow Campaign Guide*).

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Innate Spellcasting. The giant's spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The giant can innately cast the following spells, requiring no material components:
At will: *druidcraft*
1/day each: *detect poison and disease, find traps*

Actions

Multiattack. The giant makes two blood spear attacks.

Blood Spear. *Melee or Ranged Weapon Attack*: +8 to hit, reach 15 ft. or range 60/240 ft., one target. *Hit*: 21 (3d10 + 5) piercing damage.

Rock. *Ranged Weapon Attack*: +8 to hit, range 60/240 ft., one target. *Hit*: 21 (3d10 + 5) bludgeoning damage.

Salvage

The massive bloodwood spears used by these giants are too large to be effectively wielded by Medium or smaller creatures.

However, individuals proficient in carpenter's tools who succeed on a DC 12 Dexterity (Nature) check can reduce the size of the giant's spear to the equivalent of a pike (1d10 piercing damage) and which inflicts the bleeding condition if targets fail a DC 12 Constitution saving throw (see *Grim Hollow Campaign Guide*).

Bloodwood Vine Caller

Huge giant, neutral evil

Armor Class 15 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	10 (+0)	16 (+3)	12 (+1)

Skills Perception +6
Senses passive Perception 16
Languages Giant
Challenge 7 (1,800 XP) **Proficiency Bonus** +3

Bleeding Strikes. A creature that takes damage from the giant's blood spear attack must succeed at a DC 14 Constitution saving throw or gain the bleeding condition (see *Grim Hollow Campaign Guide*).

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Innate Spellcasting. The giant's spellcasting ability is Wisdom (spell save DC 14). The giant can innately cast the following spells, requiring no material components:
At will: *barkskin* (self only), *druidcraft, poison spray* (at 5th level), *spare the dying*
3/day each: *entangle*
1/day each: *blight, detect poison and disease, faerie fire, find traps, pass without a trace*

Actions

Multiattack. The giant makes two blood spear attacks.

Blood Spear. *Melee or Ranged Weapon Attack*: +8 to hit, reach 15 ft. or range 60/240 ft., one target. *Hit*: 21 (3d10 + 5) piercing damage.

Rock. *Ranged Weapon Attack*: +8 to hit, range 60/240 ft., one target. *Hit*: 21 (3d10 + 5) bludgeoning damage.

Bloodvine. *Ranged Spell Attack:* +6 to hit, range 60 ft., up to three targets. *Hit*: 16 (2d12+3) piercing damage, and the creature is poisoned for 1 minute. The target can make a DC 14 Constitution saving throw at the end of each of its turns. On a success, the target is no longer poisoned.

Reactions

Bloodvine Drinker. If the giant damages a target with a bloodvine attack, the giant regains 10 hit points.

Bloodwood Chieftain

Huge giant, neutral evil

Armor Class 16 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Con +8, Wis +4
Skills Perception +7
Senses passive Perception 17
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Bleeding Strikes. A creature that takes damage from the giant's blood spear attack must succeed at a DC 15 Constitution saving throw or gain the bleeding condition (see *Grim Hollow Campaign Guide)*.

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Innate Spellcasting. The giant's spellcasting ability is Wisdom (spell save DC 12). The giant can innately cast the following spells, requiring no material components:
At will: *druidcraft*
1/day each: *detect poison and disease, find traps*

Steadfast. The giant can't be frightened while it can see an allied creature within 40 ft. of it

Actions

Multiattack. The giant makes two blood spear attacks.

Blood Spear. *Melee or Ranged Weapon Attack*: +10 to hit, reach 15 ft. or range 60/240 ft., one target. *Hit*: 23 (3d10 + 7) piercing damage.

Rock. *Ranged Weapon Attack*: +10 to hit, range 60/240 ft., one target. *Hit*: 23 (3d10 + 7) bludgeoning damage.

Lore

DC 10 Wisdom (Survival): Bloodwood giants are experts at hiding in their woodland homes.

DC 15 Intelligence (Nature): The blood spears used by these giants cut cruel wounds that can resist healing magic.

DC 20 Intelligence (Arcana): The tribe's vine callers are shamans who make pacts with ancient forest spirits to summon blood-drinking vines that rejuvenate the caster.

Bloody Avenue

"The rulers of this city hold supreme power over its population, crushing rebels in the streets. Or sometimes crushing rebels with the streets."

Grisly Masonry. The lengths to which evil dictators go to maintain power beggars the imagination. Wicked minions, obedient thralls, and greedy mercenaries are all tools to hold sway over a population. One of the most horrifying and imaginative instruments, however, is the bloody avenue.

Arcanists mix the blood and bones of slain foes with the masonry of city streets, making them weapons of subjugation. The ritual connects the senses of the bloody avenue to other servants of the city's overlord. Using this bond, bloody avenues deliver information to other agents in the city.

Stone and Bone. When a bloody avenue attacks, dirt, stone, and bone coalesce into a malleable snakelike form. It can mire anyone standing on it when it activates, and it can slam nearby enemies or hurl rubble at them.

Salvage

Part of the ritual to create a bloody avenue requires jet gems and diamonds. Among the rubble of the construct, gems worth 500 gp can be found with a 10-minute search. Each successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check made during this search cuts the time in half, to a minimum of 1 minute.

Lore

DC 15 Intelligence (History): Rulers with few scruples and access to powerful arcane rituals have turned streets into guardian constructs. The telltale signs of this ritual are blood and bone in the masonry and tiny runes on the cobbles.

DC 20 Intelligence (Arcana): A bloody avenue is hard to escape—it mires those around it in rubble. It can also alert other beings, such as the city watch.

Bloody Avenue

Huge construct, unaligned

Armor Class 17 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	20 (+5)	5 (–3)	12 (+1)	5 (–3)

Skills Perception +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages understands one language but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Disguised Appearance. While the bloody avenue remains motionless, it is indistinguishable from a normal roadway. Other creatures can occupy the avenue's space while it remains motionless. A creature who uses an action to examine the roadway and succeeds on a DC 15 Intelligence (Arcana or Investigation) check spots the blood-tinged mortar with bits of bone and tiny runes on the cobbles, which can give the nature of the avenue away.

Mire. The ground within 40 feet of the bloody avenue is difficult terrain for creatures of the avenue's choice. Such a creature that enters that area for the first time on a turn or starts its turn there must succeed on a DC 17 Strength saving throw or become grappled by the ground (escape DC 17). A creature that fails by 5 or more is restrained while grappled in this way.

Rise. On the bloody avenue's first turn, as it acts, it takes a serpentine form. When it does, each other creature in its space must make a DC 18 Dexterity saving throw. On a failure, the creature is pushed to an unoccupied space within 5 feet of the avenue and knocked prone. If the save succeeds, the creature can choose the space it is pushed into and doesn't fall prone.

Actions

Multiattack. The bloody avenue makes two attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Hurl Rubble. *Ranged Weapon Attack:* +10 to hit, range 60 ft./120 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Reactions

Alarum (Recharges after a Short or Long Rest). When trigger conditions are met, such as specific, identifiable creatures arriving on or near the bloody avenue, the avenue can alert another creature within 1 mile. That creature receives a telepathic image of the reason the avenue sent the alert.

Bog Crawlers

"These massive atrocities burrow into the boggy ground to sleep for decades, sometimes centuries, only coming out of their slimy burrows to feed and destroy."

Hulking Terrors. Fleshy masses of a vaguely amphibian shape, these monstrosities wriggle out from deep hibernation in chaotic cycles, baffling the few naturalists who dare study them. The crawlers emerge ravenous, destroying everything in their path in search of food.

Bizarre Horrors. Disgusting masses caked with mud and slime, the bog crawler's brown skin is covered in warts. Its face is somewhat frog-like, with a large mouth and multiple rows of sharp teeth. Its tail is a writhing mass of small tentacles that scuttle along the ground, propelling the creature on land and stabilizing it in water. Six large tentacles jut from the mass of its body, three on each flank, and are long and strong enough to attack nearby creatures and structures.

Famished Hunters. These beasts' primary motivation is hunger. They eat any flesh, starting with wildlife, moving on to livestock, and then feasting on any community they encounter. Much like a snake, their jaws are connected by a ligament and muscle network, allowing them to unhinge and swallow enormous creatures.

Inexplicable Retreat. While most bog crawlers spend a great time feeding, others retreat early, their hunger seemingly slaked. If a reason for these premature hibernations could be found, untold carnage might be avoided.

Salvage

A stone in the gullet of a bog crawler can be fashioned into a ring that combines the magic of a *ring of the ram* and a *ring of protection*. This work requires a proficient jeweler to spend 2500 gp in components and 5 days of work, succeeding on a DC 15 Intelligence (Arcana) check to complete the item.

Lore

DC 10 Intelligence (History): Bog crawlers are massive creatures capable of great destruction and carnage. They worm their way out of ancient burrows to feed after hundreds of years of hibernation.

DC 15 Intelligence (Arcana): Bog crawlers are immune to acid and poison. They can swallow creatures almost as large as they are, topple towers and strongholds, can't be stopped by charm or paralysis, and are immune to fear.

DC 20 Intelligence (Nature): While a bog crawler's ability to swallow creatures is their greatest danger, they can use their main tentacles to grab and hold prey.

Bog Crawler

Gargantuan aberration, unaligned

Armor Class 18 (natural armor)
Hit Points 279 (18d20 + 90)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	3 (–4)	11 (+0)	5 (–3)

Saving Throws Con +10, Wis +5
Damage Immunities acid, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Amphibious. The bog crawler can breathe air and water.

Slimy Movement. The bog crawler ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Actions

Multiattack. The bog crawler makes two tentacle attacks, or one tentacle attack and one bite or swallow.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 34 (4d12 + 8) piercing damage, and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the bog crawler can't bite another target.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one creature. *Hit:* 26 (4d8 + 8) bludgeoning damage, and the target is grappled (escape DC 21). Until the grapple ends, the target is restrained. The bog crawler has six tentacles, each of which can grapple one target.

Swallow. The bog crawler makes one bite attack against a Huge or smaller creature it holds grappled with its bite. If the attack hits, the target takes the bite's damage, the grapple ends, and the target is swallowed. While swallowed, a creature is blinded and restrained, has total cover against anything originating outside the bog crawler, and takes 36 (8d8) acid damage at the start of each of the bog crawler's turns.

If the bog crawler takes 30 damage or more on a single turn from a creature inside it, the bog crawler must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in spaces within 10 feet of the bog crawler. If the bog crawler dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 15 ft. of movement, exiting prone.

Bolejack

"The logger stands before the tree, a look of infatuation in his eyes. He grips his axe tighter as he turns to face the rest of his logging crew."

Dryad Thralls. Monster hunters and sages know that some fey spirits who fall in love with mortals are bound to trees and changed into dryads, remaining forever young while their tree is kept safe. This bound state doesn't rob the dryad of power. Every so often, a dryad becomes interested in a person moving through her territory. She uses her charms and fey magic to make them into her thrall.

Woodcutter's Peril. Since a dryad lives within a forested grove, a significant number of those she encounters are woodcutters. A bolejack is a woodcutter who has won the trust of a dryad. If what they share is not love, the infatuation is strong enough for her to grant the bolejack some of her fey power.

Varied Devotion. A bolejack protects the dryad when her charms fail. Bolejacks are varied in their devotion to the dryad when her enchantment is removed. A bolejack is as likely to attack as to thank those who slay or subdue the dryad, breaking the bond between the two.

Salvage

A bolejack's axes remain magical for 24 hours after the bolejack is freed or killed. Someone attuned to the axe who succeeds on a DC 10 Charisma check can maintain that magic for another 24 hours. Once the check fails, the magic dissipates forever.

Lore

DC 10 Intelligence (Nature): A bolejack is a woodcutter a dryad charmed to protect the forest. Magic bolsters the bolejack so they can make better attacks and better resist other magic.

Bolejack

Medium humanoid (any species), chaotic neutral

Armor Class 13 (hide armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Intimidation +4, Nature +2, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages one national language, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Dryad Protection. The bolejack has advantage on saving throws against spells and other magical effects that don't come from an allied dryad.

Dryad's Stride. Moving through nonmagical difficult terrain, as well as magical difficult terrain created by an allied dryad, costs the bolejack no extra movement.

Magic Weapons. The bolejack's weapon attacks are magical.

Actions

Multiattack. The bolejack attacks once with its battleaxe and once with its handaxe.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Axe Sweep (Recharge 5–6). The bolejack makes a battleaxe attack against a creature. If the attack hits the target, the bolejack can use the same attack roll to see if the attack hits another creature within 5 feet of the bolejack and 5 feet of the first target. In addition to the damage, on a hit, a target must succeed on a DC 12 Strength saving throw or fall prone.

Bone Trader

"Do you really need all of your bones?
Are you sure I couldn't just snack on a few?
I'll gladly pay you for them."

Fey Barterers. Bone traders resemble well-dressed, shrunken pale elves. Their skulls appear a bit too small for their gaunt forms, like a toy with a mismatched head.

Hunger for Bones. Bone traders need a steady supply of bones to survive and for status. Most start as scavengers, acquiring the bones of small rodents or fish. As they grow in power, they seek more delicious sources of bone—and once they gain a taste for humanoid bones, they inevitably seek a ready source. Villages targeted by bone traders become desperate to make deals with these fey predators, sometimes agreeing to offer animal sacrifices, or even the occasional humanoid sacrifice, to keep the bone trader at bay. Like most fey, it honors the terms of such deals—and creates painful consequences for those who break them.

Intimidating Leader. Most bone traders create agents to hunt and gather more bones for their lairs. These gangs start with charmed animals but quickly grow to include easily intimidated humanoids like goblins, kobolds, or (their favorite minions) the faevlin. Bone trader lairs are twisted reflections of humanoid luxury, with sculptures, bas reliefs, and even flooring made entirely of bones.

Branded Minions. Bone traders "brand" their minions by sucking out a specific bone or set of bones, usually the same set for their entire gang. For example, a delicate bone trader might consume the bones of each minion's left ear, their partial deafness a constant reminder of who is really in charge. A more brutal master might consume an arm-bone or part of a foot, being careful to not damage their minions' ability to carry out the bone trader's wishes.

Salvage

Bone trader lairs have many, many bones. Depending on how successful and powerful the bone trader is, it may also have the equipment and belongings of people it has killed or of the minions it employs. Its bone armor is infused with a peculiar magic.

Smashing the armor into a paste and mixing it with appropriate amounts of coagulant from a herbalism kit allows it to be applied it to a shield or weapon. This paste, called *ready gunk* (see Chapter 4), can be completed with a successful Wisdom check (DC 10) by someone proficient with a herbalism kit. This process takes 10 minutes.

Lore

DC 10 Intelligence (History): A bone trader is most dangerous in its lair, where it can use its collection of bones to defend itself.

DC 15 Intelligence (Arcana): A bone trader can charm its opponents and is often defended by a small gang of intimidated or charmed creatures.

Bone Trader

Medium fey, neutral evil

Armor Class 12 (15 with bone armor)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Con +2
Skills Perception +4, Animal Handling +4
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan, two other languages
Challenge 1 (200 XP) **Proficiency Bonus** +2

Bone Armor (1/Day). A bone trader in its lair can use a bonus action to summon a temporary suit of bone armor that lasts for ten minutes or until dismissed by the bone trader. While wearing its bone armor, a bone trader has advantage on Wisdom saving throws and Charisma (Intimidation) checks.

Speak with Beasts. The bone trader can communicate with beasts as if they shared a language.

Actions

Bone Club. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 6 (1d8+2) bludgeoning damage.

Skelesuck. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage. The target must succeed on a DC 10 Constitution saving throw or have one of its bones sucked out, resulting in the piercing damage becoming a reduction in maximum hit points until magical healing is applied.

Fey Charm. The bone trader targets one humanoid, goblinoid, fey, or beast it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the bone trader as a trusted friend to be heeded and protected. Although the target isn't under the bone trader's control, it takes the bone trader's requests or actions in the most favorable way . Each time the bone trader or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the bone trader dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the bone trader's fey charm for the next 24 hours.

The bone trader can have no more than one humanoid charmed at a time, along with up to three beasts.

DC 20 Intelligence (Nature): Like other fey, bone traders can be tantalized by a deal and may be willing to negotiate rather than fight, even if it seems to have the upper hand or is actively winning a battle

Braerog

"If you go into the woods alone, you ought to go prepared. Things that creep on the forest floor might insist you tread lightly – or not at all."

Thorny Traps. Lurking in the deepest reaches of forests, braerogs represent some of the last glimmers of the world before shadow descended upon Etharis. These creatures fiercely protect the vestiges of woodlands unsullied by evil.

Tree Travelers. Braerogs are one with the forests that surround them and magically move through trees. This mode of travel allows them to disappear and reappear over short distances.

Mischievous Minions. Braerogs have a penchant for mischief. A braerog sighting was once a sure sign that a more powerful guardian of the forest was nearby. Without the oversight of such a master, braerogs act unchecked.

Salvage

A braerog has claws of thorns. Someone who has proficiency in woodcarver's tools can craft a *staff of briars* (see chapter 4) from the claws of ten braerogs. Creating this item takes 10 days and other materials worth 100 gp, and someone must cast *entangle* on the staff each day during its creation.

Lore

DC 10 Intelligence (Nature): Braerogs are fey with a plantlike nature that makes them vulnerable to fire.

DC 15 Intelligence (Arcana): A braerog is hard to render charmed, and magic can't put it to sleep.

DC 20 Intelligence (Nature): A braerog can teleport between trees within 60 feet of each other. It can also create areas of grasping thorny plants.

Braerog

Small fey, chaotic neutral

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	13 (+1)	6 (–2)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +5
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 13
Languages understands Sylvan but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Fey Ancestry. The braerog has advantage on saving throws against being charmed, and magic can't put it to sleep.

Tree Stride (1/Round). The braerog can use 10 feet of its movement to magically step into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Medium or larger.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Briar Patch (Recharge 6). Thorny vines sprout from the ground in a 20-foot square starting from a point within 5 feet of the braerog. The briar patch is difficult terrain and lasts for 1 minute, until the braerog creates another patch, until the braerog uses a bonus action to dismiss the patch, or until the braerog becomes incapacitated or dies. The braerog can designate creatures immune to the vines when creating the patch. Any other creature that enters the area or starts its turn there must succeed on a DC 11 Strength saving throw or be grappled by the thorny vines (escape DC 11) and restrained while grappled in this way.

Bugbears

"Tormach subverted bugbears with a disease that makes them little more than killing machines."

Tormach's Rage. The bugbears of Etharis weren't always ferocious and violent. When the Arch Daemons appeared in the world, Tormach believed he could make minions of the goblinoids. Bugbear warriors forcefully opposed his efforts to subvert goblin tribes to his will. Tormach commanded his servants to craft a disease that would render defiant bugbears into vicious drones, a grim task those minions completed with great success. Tormach's Rage, as the disease has come to be known, spread quickly. Most bugbears of Etharis are now victims of this mind-altering plague.

The disease causes a bugbear to become more resilient while increasing muscle mass and capacity for aggression. Bugbears infected with Tormach's Rage experience a powerful, instinctive urge to spread their illness. Infected bugbears have enhanced olfactory senses that allow them to smell whether a creature carries Tormach's Rage. When they discover a bugbear without the disease, they fly into a frenzy. The sickness is virulent enough that even if a bugbear survives the fight or kills the infected aggressor, it's unlikely to do so without contracting Tormach's Rage.

Staged Changes. Rage-infected bugbears have only recently gotten the disease. A bugbear who contracts Tormach's Rage can't expect to live long as the illness compels the victim to acts of aggression that ultimately end in the bugbear's destruction. The infection lasts until death, although magic and rare herbal knowledge can counteract it.

Very rarely, an infected bugbear lives long enough that Tormach's Rage exhibits advanced symptoms. At this stage, the disease further accentuates the bugbear's muscular system, granting increased strength and speed. Bugbears who live this long have little impulse control and ability to reason.

Salvage

The viscera of a bugbear infected with Tormach's Rage can be used as a vector or as a curative. To create an infectious agent, someone who has proficiency with an herbalism kit or a poisoner's kit must use the viscera and other materials worth 25 gp. Creating the vector takes 4 hours of work and requires a successful DC 13 Intelligence or Wisdom check. A bugbear exposed to the vector through a wound or by consuming it must save against Tormach's Rage as if bitten by a rage-infected bugbear.

Making the curative requires the same proficiency, reagents worth 50 gp, 8 hours of work, and a successful DC 15 Wisdom (Medicine) check. A bugbear exposed to the curative through a wound or by consuming it can reattempt the saving throw against Tormach's Rage. If the save succeeds, the disease is cured. Its effects end in a matter of minutes.

Lore

DC 10 Intelligence (History or Religion): Bugbears once fought against the Arch Daemon Tormach's efforts to dominate goblinoids. He concocted a disease to thwart their efforts and those of any who would join them.

DC 10 Wisdom (Medicine): Tormach's Rage grants its infected superior resilience and strength but causes drastic, violent personality changes.

DC 15 Wisdom (Medicine): Combined with herbal reagents, the viscera of a deceased bugbear infected with Tormach's Rage can be used to spread the disease or create a cure.

Rage-Infected Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)
Hit Points 39 (6d8 + 12)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	7 (–2)	10 (+0)	8 (–1)

Saving Throws Str +5
Skills Athletics +5, Intimidation +3, Survival +2
Senses darkvision 60 ft, passive Perception 10
Languages Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the rage-infected bugbear hits with it (included in the attack).

Keen Smell. The rage-infected bugbear has advantage on Wisdom (Perception) checks that rely on smell.

Rampage. When the rage-infected bugbear reduces a creature to 0 hit points with a melee attack on its turn, the bugbear can take a bonus action to move up to half its speed and make a bite attack.

Tormach's Rage. The disease Tormach's Rage causes a rage-infected bugbear to be chaotic evil and grants the bugbear an extra 2 (1d4) damage on Strength-based attacks (included in the attacks). Also, at the start of its turn, the bugbear can gain advantage on all melee weapon attack rolls it makes until the start of its next turn, but attack rolls against it have advantage until the start of its next turn.

Any bugbear that comes into physical contact with the rage-infected bugbear must succeed on a DC 14 Constitution saving throw or contract this disease. Only *greater restoration*, similarly powerful magic, or a special herbal concoction (see Salvage) can cure this disease.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and, if the target is a bugbear, Tormach's Rage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 1d4 + 3) slashing damage.

GM Advice: Bugbears fear very little, but Tormach's Rage is an exception. In the few places in Etharis where bugbears have not succumbed to the disease, stopping its spread or reversing it might be one bargaining chip that characters have to strike a bargain. A more advanced version of the disease, creating an even more dangerous bugbear, is always a possibility as well.

Bugbear Thrall of Tormach

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (–2)	9 (–1)	7 (–2)

Saving Throws Str +7
Skills Athletics +7, Intimidation +4, Survival +2
Senses darkvision 60 ft, passive Perception 9
Languages Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the bugbear thrall of Tormach hits with it (included in the attack).

Keen Smell. The bugbear thrall of Tormach has advantage on Wisdom (Perception) checks that rely on smell.

Lunge. When the bugbear thrall of Tormach makes an attack with a melee weapon in its hands, it can increase its reach by 5 feet (included in the attack).

Rampage. When the bugbear thrall of Tormach reduces a creature to 0 hit points with a melee attack on its turn, the bugbear can take a bonus action to move up to half its speed and make a bite attack.

Tormach's Rage. The disease Tormach's Rage causes a bugbear thrall of Tormach to be chaotic evil and grants the bugbear an extra 1d4 damage on Strength-based attacks (included in the attacks). Also, at the start of its turn, the bugbear can gain advantage on all melee weapon attack rolls it makes until the start of its next turn, but attack rolls against it have advantage until the start of its next turn.

Any bugbear that comes into physical contact with the rage-infected bugbear must succeed on a DC 14 Constitution saving throw or contract this disease. Only *greater restoration*, similarly powerful magic, or a special herbal concoction (see Salvage) can cure this disease.

Actions

Multiattack. The thrall of Tormach makes three attacks, only two of which can be glaive attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage and, if the target is a bugbear, Tormach's Rage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 1d4 + 4) slashing damage.

Haft. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

Cadeer

"Folks say they were once humans. An old forest goddess cursed them for being too greedy for magic. Not sure I believe that, but it explains that glint in their eyes."

Magic Seekers. Cadeers look like deer, but they have the tail of a snake and black, featureless eyes. They're not only sapient, but highly intelligent. Cadeers can also sense and track magic over long distances, and they seek it out with zeal.

Untrustworthy Partners. A cadeer might partner with other beings to seek and find magic. But they can't be trusted to share anything that's found. Cadeers prioritize their desires and goals. And they might even switch sides in a battle if doing so means acquiring the magic they're after.

Antler Absorption. Cadeer antlers can't be harmed by magic, but they can store it. A cadeer can use a spell stored in this way. To keep a spell, a cadeer can also prevent the antlers from absorbing more magic.

Salvage

Cadeer antlers are valuable, fetching at least 75 gp each. A cadeer antler can be fashioned into a wand suitable as a spellcasting focus for arcane spellcasters and druids. If made into a magic item, this wand has 1 extra charge per day. Also, once per day and at the cost of 1 charge thereafter, a magic wand of cadeer horn grants the wielder a d4 that can be rolled when the wielder makes a spellcasting ability check to see if *dispel magic* or *counterspell* works. The wielder adds the number rolled on the d4 to the spellcasting ability check.

Lore

DC 10 Intelligence (Nature): Cadeers can hunt down magic over long distances.

DC 15 Intelligence (Arcana): Cadeer antlers counter and absorb low-powered spells, allowing the cadeer to cast that spell later.

Cadeer

Small monstrosity, chaotic neutral

Armor Class 13
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	17 (+3)	11 (+0)	10 (+0)

Skills Arcana +5, Investigation +5, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages understands four languages but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Antler Casting (Recharges after a Short or Long Rest). The cadeer can innately cast any spell stored in its antlers, requiring no components. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). If the spell is a cantrip, the cadeer casts it at 5th level.

Magic Sense. The cadeer can cast *detect magic* and *identify* at will, requiring no components. Given 1 minute to concentrate, the cadeer can sense magic within 3 miles outdoors and 300 feet underground. Using this greater sense, the cadeer senses only significant sources of magic, including powerful magical beings, the influence of other planes, strong ongoing spells, and so on. The cadeer has advantage on Intelligence (Investigation) and Wisdom (Perception) checks to discern magic.

Actions

Ram. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) bludgeoning damage. If the cadeer has a spell that deals damage stored in its antlers, this attack deals an extra 2 (1d4) damage of one type that spell deals.

Reactions

Spell Absorption. If the cadeer is the target of a spell or included in the area of a spell, provided the spell is 2nd level or lower, the cadeer can absorb the spell with its antlers. If the cadeer does so, the spell has no effect, and the cadeer then stores that spell in its antlers. When the cadeer absorbs a spell, any spell previously stored in the antlers dissipates harmlessly.

Candlelight Daemon

"A candlelight daemon remains for the duration of a cursed candle's flame. That's long enough for a host of sinister deeds."

Candle Bound. The candlelight daemon can be summoned only by the lighting of a specially prepared candle, and then only at night. Once the candle is snuffed or burns out, the daemon must return to the Netherworld. But such daemons can do their job in a short time.

Despicable Cost. To create a candle to summon a candlelight daemon, a spellcaster must make a candle during the new moon using the rendered fat of one murderer, the ashes of three humanoids who burned alive, and the blood of thirteen cats. The caster must also expend a 6th-level spell slot.

Salvage

The melted leavings of a candlelight daemon's candle act as *oil of sharpness* against aberrations, celestials, fey, and fiends, as well as against the creature that created the candle.

Lore

DC 10 Intelligence (Religion): Candlelight daemons return to the Netherworld if their candle goes out.

DC 15 Intelligence (Arcana): Candlelight daemons have immunities and resistances typical of fiends, including immunity to poison and resistance to cold, fire, lightning, and nonmagical weapon attacks. The daemon is also resistant to magic and capable of countering spells.

DC 20 Intelligence (Arcana): A candlelight daemon is most effective in shadows or darkness, which allow the fiend to hide easily and bring its murderous talents to bear.

Candlelight Daemon

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Skills Deception +7, Insight +6, Investigation +5, Perception +6, Stealth +7
Damage Immunities poison
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Infernal
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Candle Dependence. The daemon remains on the Material Plane only while the candle that summoned it burns.

Innate Spellcasting. The daemon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The daemon can innately cast the following spells, requiring no components:
At will: *detect magic*, *hunter sense*, *knock*
1/day each: *counterspell*, *darkness*, *dispel magic*, *shield*, *suffocate*

Magic Resistance. The daemon has advantage on saving throws against spells and other magical effects.

Nether Step. As its movement for its turn, the candlelight daemon can teleport to an unoccupied space within 30 feet of it, provided the space it's teleporting to and from are both in dim light or darkness. The daemon doesn't need to see the destination.

Shadow Stealth. While in dim light or darkness, the daemon can take the Hide action as a bonus action.

Slayer's Advantage. The candlelight daemon has advantage on attack rolls against any creature that hasn't had a turn in combat.

Slayer's Attack (1/Turn). The candlelight daemon deals an extra 35 (10d6) damage when it hits a target with an attack and has advantage on the attack roll. With the *suffocate* spell, the daemon deals this damage as extra bludgeoning damage.

Actions

Multiattack. The daemon makes two claw attacks and one gore attack. It can use hurl fire in place of any of these attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and 4 (1d8) fire damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 4 (1d8) fire damage.

Hurl Fire. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 13 (3d8) fire damage.

Caprathorn

"The temptation to aid a lost lamb should be tamped down when a thornlamm appears. Where there is one, there are many. And all lead back to a creature far more terrifying than any big, bad wolf."

Malevolent Caprid. The caprathorn is a fiendish creature, born out of corruption by the Great Beast. Though gangly, a caprathorn is a legendary foe.

Runic Horns. The caprathorn's head is topped with four twisted horns. These horns are covered with arcane sigils and are the source of its legendary powers. Attached to these horns, growing from vines, are thornlamms, miniature versions of the caprathorn. These creatures serve the fiend as minions and food.

Salvage

The *sphere of annihilation* a caprathorn leaves behind can be controlled and taken. At the start of each day there is a 2% chance the sphere disappears forever.

Lore

DC 10 Intelligence (Arcana): A caprathorn can detach a thornlamm to fight as its ally or consume one to heal.

DC 15 Intelligence (Arcana): The caprathorn can entomb a fallen foe and unleash a field of disintegrating force. This annihilation field recharges if a creature the caprathorn has entombed dies.

DC 20 Intelligence (Arcana): When a caprathorn dies, it implodes into a *sphere of annihilation*, which pulls nearby creatures toward it.

Thornlamm

Small plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	3 (–4)	8 (–1)	3 (–4)

Damage Resistances cold, fire, lightning, poison
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge — with a caprathorn (1/4 [50 XP] by itself)
Proficiency Bonus +2

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Needles. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Caprathorn

Huge fiend, chaotic evil

Armor Class 19 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft. fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	14 (+2)	17 (+3)	10 (+0)

Saving Throws Int +9, Wis +10, Cha +7
Skills Perception +10
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Charge. If the caprathorn moves at least 20 feet straight toward a target, and then hits it with a gore attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Implosion. The caprathorn implodes when it dies, leaving behind a *sphere of annihilation*. Each creature within 60 feet of the caprathorn when this implosion occurs must succeed on a DC 21 Strength saving throw or be pulled 10 feet toward the sphere.

Legendary Resistance (3/Day). If the caprathorn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The caprathorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The caprathorn's weapon attacks are magical.

Thornlamms. A caprathorn typically has three inanimate thornlamms (see that stat block) attached to its horns with vines. Attached thornlamms don't take damage separately, but whenever the caprathorn takes 50 or more damage in a single turn, one of the attached thornlamms dies.

While it has at least one thornlamm attached to its vines, the caprathorn can use a bonus action to consume or detach a thornlamm. If the caprathorn consumes a thornlamm, the caprathorn regains 21 hit points. When the caprathorn detaches a thornlamm, that thornlamm lands in a space within 10 feet of the caprathorn and takes a turn immediately after the caprathorn. The thornlamm obeys the caprathorn's verbal or telepathic commands (no action for the caprathorn). If issued no commands, the thornlamm acts independently, often attacking a creature that isn't its ally. A thornlamm can survive indefinitely detached from a caprathorn.

Actions

Multiattack. The caprathorn makes three attacks, one with its gore, one with its stomp, and one with its thorns.

Gore. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Thorns. *Melee or Ranged Weapon Attack:* +14 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage. Being within 5 feet of a hostile creature doesn't cause the caprathorn to have disadvantage on the ranged attack roll.

Legendary Actions

A caprathorn can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The caprathorn regains spent legendary actions at the start of its turn.

Attack. The caprathorn makes one attack with its gore, stomp, or thorns.

Detach Thornlamm. The caprathorn detaches a thornlamm as per the Thornlamms trait.

Grow Thornlamm. Provided it has taken no damage from a silvered weapon this round, the caprathorn grows one thornlamm as per the Thornlamms trait. A caprathorn can have up to six attached thornlamms at a time.

Consume Thornlamm (Costs 2 Actions). The caprathorn consumes an attached thornlamm, regaining 21 hit points.

Entomb (Costs 2 Actions). The caprathorn chooses a creature that has 0 hit points that the caprathorn can see within 30 feet of it. The target must make a DC 18 Wisdom saving throw. On a success, the target is immune to this effect for 24 hours. If the save fails, the target is entombed deep within the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. A caprathorn can entomb only one target at a time. This effect ends, returning the target to where it was before being entombed, if the target regains any hit points or the caprathorn dies.

Annihilation Field (Costs 3 Actions; Recharges if an Entombed Creature Dies or after a Long Rest). A sphere of energy ripples out in a 30-foot-radius from the caprathorn. Each creature in that area must make a DC 18 Constitution saving throw, taking 38 (7d10) force damage on a failed save, or half as much damage on a successful one. For objects that aren't worn or carried, this emanation destroys Small and smaller ones and damages larger ones. The circle destroys a *wall of force* or similar structures of force in the area instantly. A creature or object is disintegrated if it drops to 0 hit points due to this magic. A disintegrated creature or object turns to fine ash, and nonmagical objects a disintegrated creature wears or carries disintegrate with it.

Carvaloth

"When you spot one carvaloth, it's already too late. The others are right behind you."

Hidden Hunters. Carvaloths are ancient predators that possess the ability to change their skin color, much like a chameleon. This trait functions as camouflage, when stalking prey or hiding from other predators, and as a display of dominance toward other packs of carvaloths.

Strength in Numbers. A carvaloth's fanged maw is filled with caustic spittle that eats through stone, metal, and flesh. A lone carvaloth is fierce and dangerous. In packs, these predators can quickly outnumber and overwhelm larger creatures.

Salvage

Someone who has proficiency with leatherworker's tools can use five hides to produce *carvaloth scale armor* (see chapter 4). The process takes 6 days and other materials worth 50 gp.

Lore

DC 10 Intelligence (Nature): Carvaloths are pack hunters. A carvaloth uses chameleonlike camouflage to hide and stalk prey.

Carvaloth

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	3 (–4)	12 (+1)	5 (–3)

Skills Stealth +4
Senses passive Perception 11
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Chameleon. The carvaloth has advantage on Dexterity (Stealth) checks made to hide.

Pack Tactics. The carvaloth has advantage on an attack roll against a creature if at least one of the carvaloth's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The carvaloth makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Catacomb Haunt

"Don't be distracted by the bones and skulls set into the walls. It's what comes through the walls that can kill you."

Necropolis Guardians. Many creatures and cultures revere the dead. Those with the ambition and the know-how even build catacombs or necropolises to house the bones of those who have passed before. Many of those dead rest peacefully, but the spirits of some remain behind to keep the living out. Among these undead are catacomb haunts.

Incorporeal Skirmishers. Catacomb haunts prefer the tight, cramped quarters of a necropolis, where winding passages can disorient intruders. The haunts have no such disadvantage. They pop through walls to attack before retreating the way they came.

Elemental Weakness. A catacomb haunt has a weakness to one element, often based on the region in which it dwells or the nature of its death. Something about a haunt reveals this weakness, such as tiny sparks in its form for fire or a subtle crackling mist for cold. This element can be exploited to force the haunt to become corporeal temporarily. Haunts who lurk in the same catacombs often share a weakness.

Salvage

The bizarre ectoplasm a catacomb haunt leaves behind fluctuates between material and immaterial states. The ectoplasm from one haunt can be preserved in a sealed container. Applied to one weapon or 10 pieces of ammunition in 1 minute, the ectoplasm makes those coated weapons magical for 1 hour.

Lore

DC 15 Intelligence (Religion): This creature is a restless spirit called a catacomb haunt. It should have one weakness to a specific element among acid, cold, fire, lightning, or thunder. Exploiting this weakness turns the spirit corporeal temporarily.

DC 20 Intelligence (Arcana): One can learn a catacomb haunt's weakness by looking for clues in its shadowy form.

Catacomb Haunt

Medium undead, neutral evil

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	12 (+1)

Skills Perception +4, Stealth+5
Damage Vulnerabilities see Elemental Weakness
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Elemental Weakness. The catacomb haunt has vulnerability to one damage type from among (roll 1d10) 1–2 acid, 3–4 cold, 5–6 fire, 7–8 lightning, or 9–10 thunder. A creature can take an action to study a haunt, gaining a clue to its vulnerability with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check. If the haunt takes damage it has vulnerability to, it loses its damage resistances, condition immunities other than to poisoned, its Incorporeal Movement trait, and its fly speed for 1 minute. The haunt ends this effect on itself early with a successful DC 13 Constitution saving throw, which it can make at the end of each of its turns.

Escape. The catacomb haunt can use a bonus action to take the Disengage action.

Incorporeal Movement. The catacomb haunt can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sneak Attack (1/Turn). The catacomb haunt deals an extra 17 (5d6) necrotic damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the haunt that isn't incapacitated and the haunt doesn't have disadvantage on the attack roll.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) necrotic damage.

Cauchemange

"We thought he was just having nightmares for a few days straight, until he keeled over in the field and a big worm burrowed from his chest."

Failed Experiment. Folktales say the Arch Daemon Beleth created the cauchemange as another tool to torment mortals. Those who've studied the secret histories of the Arcanist Inquisition know that these aberrations are a result of a failed experiment by a long-dead Ostoyan wizard. Her intent was to create a creature that allows command over armies of mind-controlled servants. Instead, the experiment created a creature that feeds on and manipulates people's nightmares.

Hungry Larvae. A larval cauchemange resembles a monstrous maggot the size of a human forearm. Hardy, magically resistant creatures, these larvae seek host bodies to burrow into and continue their life cycle. Cauchemange larvae prefer sleeping victims, an insidious trait, because the entry wound heals rapidly, and a victim recognizes few signs of an invading parasite.

Nightmare Pupation. Once a cauchemange larva burrows into a creature, the larva's body dissolves into tiny particles that distribute themselves into the host's nervous system. As the cauchemange pupates, it induces nightmares, hallucinations, and terrifying thoughts, which it feeds upon to mature. While an infected adult is likely to have an extremely uncomfortable few days, many such victims are thought to suffer from lesser maladies.

Dream Incarnate. Once a cauchemange absorbs enough negative memories, thoughts, and dreams, it bursts out of the host's body, taking the form of the host's worst nightmare. This corporeal cauchemange is a nightmare made flesh. It can take a variety of forms, depending on the host's fears or lusts. From a potent host or after developing for years, an adult cauchemange can become a ghostly creature that shifts among nightmare forms.

Salvage

Someone who has proficiency with an herbalism kit can prepare a treatment for cauchemange larva infestation by pulverizing another larva's corpse with herbs worth 25 gp. Creating the concoction takes 1 hour of work and a successful DC 10 Wisdom (Medicine) check. If someone infected by a cauchemange larva takes the treatment, they throw off the infection with a successful DC 10 Constitution saving throw. This cure kills the larva.

Someone who has proficiency with alchemist's supplies can use powder from the corpse of one corporeal cauchemange with other materials worth 100 gp to produce a divination drug. Doing so takes 4 hours of work and requires a successful DC 13 Intelligence (Arcana) check. Inhaled while naming a subject before a long rest, the drug induces a nightmare-filled sleep that imparts the effect of the *legend lore* spell on the named subject. The user wakes with desired information but one level of exhaustion.

GM Advice: An enemy to the heroes might implant a cauchemange larva into a character or NPC at an opportune moment. They could then use the psychic data gained by the larva to forward their own evils plans.

Lore

DC 10 Wisdom (Medicine): The larval form of a cauchemange can burrow into you and pupate within your body, bursting out after a few days as an adult that resembles your worst nightmare. This infection can be treated much like a disease.

DC 15 Intelligence (Arcana): An adult cauchemange can cause magical fear, and a corporeal cauchemange can appear as someone or something you desire. They have a peculiar weakness to expressions of happiness. Singing songs or reciting stories of hope can debilitate the creatures.

Corporeal Cauchemange

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)	16 (+3)

Skills Intimidation+5, Perception+4
Condition Immunities frightened
Senses darkvision 120 ft, passive Perception 14
Languages the languages of its host, telepathy 30 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Grappler. The cauchemange has advantage on attack rolls against any creature grappled by it.

Hallucinatory Hold. The corporeal cauchemange needs only to touch a creature to deal damage, grappling a creature by force of presence rather than physical strength. A creature grappled by the cauchemange can also use Wisdom (Insight) to escape. The creature believes the damage the cauchemange deals to be of a type appropriate to the nightmare form the cauchemange takes.

Happiness Susceptibility. If a creature within 30 ft. of the corporeal cauchemange uses an action to make a DC 13 Charisma (Performance) check and succeeds, creating a presentation that inspires happiness or hope, the cauchemange has disadvantage on attack rolls until the end of the performing creature's next turn.

Nightmare Aura. Each creature of the corporeal cauchemange's choice that starts its turn within 30 ft. of the cauchemange must succeed on a DC 13 Wisdom saving throw or sense the cauchemange as something to be feared, becoming frightened until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Nightmare Aura of all cauchemanges for 1 hour.

Psychic Teleport (Recharge 5–6). As its movement, the cauchemange can teleport to an unoccupied space within 30 ft. of it, provided that the space is within 10 ft. of a creature with an Intelligence score of 3 or higher. The cauchemange doesn't need to see the destination.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one creature. *Hit:* 12 (2d8 + 3) psychic damage. If the target is a creature, it is grappled (escape DC 13).

Drain. The cauchemange uses its touch attack on a creature grappled by it. On a hit, in addition to the damage, the target must succeed on a DC 13 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If this effect kills a humanoid, a cauchemange larva emerges from the corpse 8 hours later.

Glamor. The corporeal cauchemange targets one humanoid it can see within 30 ft. of it. If the target can see the cauchemange, the target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed, seeing the cauchemange as something or someone desirable. The charmed target regards the cauchemange as a trusted friend to be heeded and protected. The target isn't under the cauchemange's control, but it takes the cauchemange's requests and actions in the most favorable light, it is a willing target for the cauchemange's touch, and it becomes a willing host for a cauchemange larva, which the target also sees as something desirable.

Each time the cauchemange or the cauchemange's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, or until the cauchemange is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Incorporeal Cauchemange

Medium aberration, neutral evil

Armor Class 13
Hit Points 77 (14d8 + 14)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)	17 (+3)

Skills Intimidation+6, Perception+5
Damage Immunities poison
Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 15
Languages the languages of its host, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Happiness Susceptibility. If a creature within 30 feet of the incorporeal cauchemange uses an action to make a DC 14 Charisma (Performance) check and succeeds, creating a presentation that inspires happiness or hope, the cauchemange has disadvantage on attack rolls until the end of the performing creature's next turn.

Implant Larva. If a humanoid dies due to damage the incorporeal cauchemange deals, a cauchemange larva emerges from the corpse 8 hours later.

Incorporeal Movement. The cauchemange can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Nightmare Aura. Each creature of the incorporeal cauchemange's choice that starts its turn within 60 feet of the cauchemange must succeed on a DC 14 Wisdom saving throw or sense the cauchemange as something to be feared, becoming frightened until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Nightmare Aura of all cauchemanges for 1 hour.

Psychic Teleport (Recharge 4–6). As its movement, the cauchemange can teleport to an unoccupied space within 40 ft. of it, provided that the space is within 10 ft. of a creature with an Intelligence score of 3 or higher. The cauchemange doesn't need to see the destination.

Thought Location. The incorporeal cauchemange can detect creatures within 60 feet that have an Intelligence of 2 or higher, provided they aren't constructs or undead. Effects that prevent divination from working on a creature thwart this sense. This sense penetrates barriers, but 2 ft. of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks it. The cauchemange can't be surprised by a creature it can sense.

Actions

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage. The target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Killing Nightmare (Recharges after a Short or Long Rest). The incorporeal cauchemange releases a telepathic wave of amplified horror. Each frightened creature of the cauchemange's choice within 30 feet of the cauchemange must make a DC 14 Charisma saving throw. On a failure by 5 or more, a creature drops to 0 hit points. If the save fails, the creature takes 25 (4d10 + 3) psychic damage.

Cauchemange Larva

Tiny aberration, neutral evil

Armor Class 13
Hit Points 10 (4d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	10 (+0)	3 (–4)	7 (–2)	3 (–4)

Skills Stealth +5
Damage Resistances poison, psychic
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Magic Resistance. A cauchemange larva has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 2 (1d4) piercing damage. If the cauchemange larva scores a critical hit against a creature not infected by another cauchemange larva, the larva burrows into the target. Once inside a target, the larva is a disease. For seven days, each time the host finishes a long rest, the host must make a DC 10 Wisdom saving throw. On a failure, the host gains no benefit from that rest. After seven days, the cauchemange erupts from its host's body as an adult cauchemange that is either corporeal or incorporeal. This exit deals the host 20 (4d8 + 2) slashing damage.

Champions of Filth

"Our blight shall purify this land of the meek and the unworthy. Etharis will be reborn."

Illness and Opportunity. When the Weeping Pox struck Liesech, many fled the city ahead of the Bürach Empire's quarantine. After their tales had time to spread, the troops stationed outside the city were astonished that knights wanted to gain passage inside. These self-proclaimed Champions of Filth saw the new virulent disease as an embodiment of their belief in decay and corruption.

Prophets of Pestilence. The Champions of Filth gave themselves over to the Weeping Pox, seeking to purify themselves in its horrifying embrace. Most succumbed to the disease, but a few emerged changed by the experience. Their bodies had become hosts to an altered form of the disease, granting them control over its spread and symptoms. These few managed to break out of quarantine, the guards' flesh withering before the knights' new powers. Now they roam free, seeking to spread their grisly gospel.

Salvage

Someone who has proficiency with alchemist's supplies, Arcana, Nature, or Medicine can remove the heart of a blightwalker. Treated with reagents worth 100 gp, wrapped in an iron chain, and dried in the sun for 3 days, the heart can become a magic item called a *blight effigy*. Creating this *blight effigy* using this process requires a successful DC 13 Intelligence or Wisdom check with the proficiency used. Someone holding the heart can use an action to squeeze it, casting *blight*

Champion of Filth

Medium humanoid (any race), any nongood alignment

Armor Class 18 (splint, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Wis +3
Skills Intimidation +5
Senses passive Perception 10
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blighted Aura. When a creature within 10 feet of the champion of filth makes an attack roll, ability check, or saving throw, the creature rolls 1d4 and subtracts the number rolled from the attack roll, ability check, or saving throw. A creature can be affected by only one Blighted Aura at a time, and the effect doesn't stack with *bane*.

Divine Health. The champion of filth is immune to disease.

Spellcasting. The champion of filth is a 7th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:
1st level (4 slots): *detect poison and disease*, *ray of enfeeblement*
2nd level (3 slots): *blindness/deafness*, *hold person*

Actions

Multiattack. The champion of filth makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage and 9 (2d8) necrotic damage.

Blightwalker

Medium humanoid (any race), any nongood alignment

Armor Class 20 (plate, shield)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +5
Skills Intimidation +7
Senses passive Perception 11
Languages any two languages
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Blighted Aura. When a creature within 30 feet of the blightwalker makes an attack roll, ability check, or saving throw, the creature rolls 1d4 and subtracts the number rolled from the attack roll, ability check, or saving throw. A creature can be affected by only one Blighted Aura at a time, and the effect doesn't stack with *bane*.

Blighted Contact. A creature that takes necrotic damage from the blightwalker must succeed on a DC 15 Constitution saving throw or be afflicted with a rotting disease for 1 minute. At the start of each of its turns, the target takes 9 (2d8) necrotic damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Divine Health. The blightwalker is immune to disease.

Spellcasting. The blightwalker is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:
1st level (4 slots): *detect poison and disease*, *ray of enfeeblement*
2nd level (3 slots): *blindness/deafness*, *hold person*
3rd level (3 slots): *bestow curse*, *stinking cloud*
4th level (1 slot): *blight*

Actions

Multiattack. The blightwalker makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, 13 (3d8) necrotic damage, and Blighted Contact.

as a 4th-level spell with a saving throw DC of 15. Once the heart casts the spell, it and the chain binding it crumble to dust.

Lore

DC 10 Intelligence (History): The Champions of Filth are a sect of knights who revere disease. They believe that sickness plays an important role in the cycle of life and death, weeding out the weak and allowing the strong to flourish.

DC 15 Wisdom (Medicine): Champions of Filth allow themselves to be infected with any disease they encounter, treating it as a rite of passage that leaves them stronger than before. They are immune to these plagues, but they can be dangerous carriers.

DC 20 Intelligence (Arcana): The strongest Champions of Filth, the blightwalkers, are so infested with disease that any contact with their magic or weapons can cause flesh to wither away.

GM Advice: Champions of filth obviously have a twisted concept of what disease means, thinking of it as purifying rather than corrupting. This makes them easily manipulated, and perfect minions for a greater threat that uses disease—or even just tricks the champions into thinking that they believe the same things. A group of blightwalkers, all casting blight at the same time on enemies, can be a potent killing force.

Chapped Brute

"The callused skin of the merchant's hulking bodyguard ripples as if something beneath is trying to wriggle free."

Mutated Skin. Chapped brutes are hulking humanoids altered by malign magic and forbidden alchemical compounds to create inhuman bodyguards and enforcers. They are so named because of their skin, which has been mutated into hairless calluses. This hide is so thick that its folds have compressed the brute's eyes and mouth to such a degree that it can no longer see or speak. The skin pulses with veins and shifts unnaturally, showing evidence of continued mutation.

Valued Bodyguards. Because of their prodigious strength and extraordinary resistance to damage, chapped brutes act as bodyguards for alchemists or wealthy patrons with the means to keep them docile.

Constant Flux. Rumors abound of some chapped brutes unexpectedly undergoing hideous transformations into other forms. Because of the unstable state of the chapped brute's physiology, their bodily fluids and organs are highly prized for mutagenic qualities.

Awakened Potential. When a chapped brute would die, on rare occasions, its body splits lengthwise along its limbs and swells in size, muscles and viscera peeking out through shredded skin. This transformation drives the creature beyond reason. In this form, a brute can distend sagging limbs into long tentacles.

On the rarest occasions, an awakened brute might transform yet again, leaving behind all ties to humanoid origins. The brute grows again. It becomes a pulsating mass of ravening flesh.

Salvage

Chapped brutes rarely carry treasure or equipment unless doing so as instructed by their master. An accomplished leatherworker can fashion the callused skin of a chapped brute into *+1 armor*—leather, studded leather, or hide—that grants the wearer resistance to necrotic damage and doesn't require attunement. This armor takes 10 extra days of work to fashion, and magical components worth 100 gp must be expended in its creation.

Lore

DC 10 Intelligence (Arcana): The magical and alchemical process that creates these brutes leaves them resistant to necrotic damage.

DC 15 Intelligence (Nature): These beings are so volatile because of their creation process that when they are killed, they have a chance to transform into larger, deadlier forms.

DC 20 Wisdom (Medicine): The final form of the chapped brute has a life force that fluctuates, so that it randomly gains and loses life force every few seconds.

Chapped Brute

Medium humanoid, any nongood alignment

Armor Class 13 (natural armor)
Hit Points 95 (10d8 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	7 (–2)	10 (+0)	7 (–2)

Skills Athletics +6
Damage Resistances necrotic
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands one national language but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Hearing. The chapped brute has advantage on Wisdom (Perception) checks that rely on hearing. While deafened, the brute can't use its blindsight.

Actions

Multiattack. The chapped brute makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Awakened Chapped Brute

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (–3)	10 (+0)	5 (–3)

Skills Athletics +8
Damage Resistances necrotic
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands one language but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The awakened chapped brute has advantage on Wisdom (Perception) checks that rely on hearing or smell. While deafened and unable to smell, the brute can't use its blindsight.

Sure-Footed. The awakened chapped brute has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The awakened chapped brute makes two tentacle attacks or one tentacle slam.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the brute can't use the tentacle against another target. The awakened chapped brute has two tentacles.

Tentacle Slam. The awakened chapped brute slams one or two targets grappled by it into a solid object or each other. Each target must make a DC 16 Strength saving throw. If the saving throw fails, the target takes 18 (3d8 + 5) bludgeoning damage and is stunned until the end of the awakened chapped brute's next turn. On a successful saving throw, the target takes half the damage and isn't stunned.

GMs Advice: you can use any chapped brute form as part of an encounter. You can also build encounters in which one chapped brute transforms into one or both of its larger forms. To do so, treat each form as a separate monster. Transformation can take up to 1 minute, allowing you to stagger the encounters, but it can occur as quickly as you need it to for your game.

Chapped Brute Abomination

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	3 (–4)	10 (+0)	5 (–3)

Skills Athletics +10
Damage Resistances necrotic
Condition Immunities blinded, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Adaptive Hide. After taking damage, the chapped brute abomination gains resistance to that type of damage until it takes another type of damage.

Keen Hearing and Smell. The chapped brute abomination has advantage on Wisdom (Perception) checks that rely on hearing or smell. While deafened and unable to smell, the brute can't use its blindsight.

Unstable Life. At the start of the chapped brute abomination's turn, roll 1d20. The abomination regains hit points equal to any even result and loses hit points equal to any odd result. The abomination can neither exceed its hit point maximum with a gain nor fall below 1 hit point with a loss.

Actions

Multiattack. The chapped brute abomination makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the brute can't use the tentacle against another target. The chapped brute abomination has four tentacles.

Engulf. Each creature grappled by the chapped brute abomination must succeed on a DC 18 Strength saving throw or be pulled into the brute's body. An engulfed target is blinded, restrained, unable to breathe, and has total cover from effects that originate outside the brute. At the start of each of the brute's turns, each engulfed creature takes 14 (4d6) acid damage. The brute can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

An engulfed creature can try to escape by taking an action to make its choice of a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes and uses 10 feet of movement to enter a space of its choice within 5 feet of the brute.

If the brute dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement.

If a creature dies inside the brute, the brute doesn't roll for Unstable Life at the start of its next turn and instead regains 20 hit points. The creature's body breaks up inside the brute, and the brute expels anything the creature wore or carried.

Chiropteran Behemoth

"They say the monster flies on silent wings in a shroud of darkness and can't be killed. But those who've seen it can't say anything anymore."

Unkillable Legend. Rumors of the chiropteran behemoth are just that. The batlike monster is said to be the size of a house, as silent as the breeze, and unkillable. The only verified account of a chiropteran behemoth describes one that serves Grand Duke Koshevek of Soma, lairing beneath the dome of the Vonsantra Cathedral. Sages posit that if one behemoth can be created, others can.

Unstoppable Servant. Chiropteran behemoths serve their creators with undying devotion, following orders to completion. The ritual creating a chiropteran behemoth allows the creator to know where its servant's location at all times. While its natural weapons are dangerous, its ear-splitting shriek is more so. The bat-monster can also unleash a sphere of darkness that doesn't hinder its senses.

Undoing Elixir. Unfortunately for the forces of good and light, the rumors of the chiropteran behemoth's immortality are true. The beast returns to life unless exposed to an elixir of rare components, including its own guano. Gaining access to this last ingredient is the challenge, made even greater if the behemoth's master knows its vulnerability.

Salvage

To make one dose of an *undoing elixir* that can render a chiropteran behemoth vulnerable to death, its guano must be mixed with other reagents worth 250 gp. Someone who has proficiency with alchemist's supplies must brew the mixture for 3 days. As an action, someone can splash a dose onto a behemoth if it's within 5 feet or throw a vial of it up to 20 feet, the vial shattering on impact. In either case, the attacker makes a ranged attack against the behemoth, treating the vial as an improvised weapon. On a hit, the behemoth takes 7 (2d6) radiant damage and its regeneration temporarily ceases.

The chiropteran behemoth's two canines are good for making a *rapier* or *shortsword of life stealing*. Making the weapon requires someone who has proficiency with smith's tools to work for 7 days and use materials worth 1,500 gp along with the two upper canines from the behemoth. Somebody must cast *vampiric touch* on the fangs three times during the process.

Claws of a chiropteran behemoth can be used to make a unique *vorpal sword*. Crafting the sword requires the remnants of the behemoth and other rare components worth 25,000 gp. Someone who has proficiency with smith's tools must work with someone who has proficiency with alchemist's supplies to create the weapon over 30 days. Somebody must also cast *power word kill* on the weapon each day of its making.

Lore

DC 10 Intelligence (History): A chiropteran behemoth serves Grand Duke Koshevek of Soma. This behemoth is the only one whose existence has been verified.

DC 20 Intelligence (Arcana): The ritual that created the chiropteran behemoth makes it regenerate even when it should die. However, any mortal magic can be undone. The behemoth's leavings—skin, fur, broken teeth, and guano—found in its lair need to be studied to learn the behemoth's weakness.

DC 25 Intelligence (Arcana): To create the elixir that can render the chiropteran behemoth vulnerable to death requires its guano—see Salvage.

Chiropteran Behemoth

Huge monstrosity, neutral evil

Armor Class 19 (natural armor)
Hit Points 287 (25d12+ 125)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	5 (–3)	20 (+5)	7 (–2)

Skills Perception +11, Stealth +11
Condition Immunities blinded, charmed, frightened
Senses truesight 120 ft., passive Perception 21
Languages understands one language but can't speak
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Darkness Aura. The chiropteran behemoth can use a bonus action to create darkness in a 40-foot radius centered on itself. This darkness moves with the behemoth. A creature with darkvision can't see through this magical darkness, and nonmagical light can't illuminate it. A light-producing spell of 2nd level or lower is dispelled if its area overlaps the darkness's area. This darkness lasts until the start of the behemoth's next turn or until the behemoth dies.

Flyby. The chiropteran behemoth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Regeneration. The chiropteran behemoth regains 20 hit points at the start of its turn. If the behemoth is exposed to an *undoing elixir*, this trait doesn't function at the start of the behemoth's next turn. The behemoth dies only if it starts its turn with 0 hit points and doesn't regenerate.

Keen Hearing. The chiropteran behemoth has advantage on Wisdom (Perception) checks that rely on hearing.

Legendary Resistance (3/Day). If the chiropteran behemoth fails a saving throw, it can choose to succeed instead.

Magic Resistance. The chiropteran behemoth has advantage on saving throws against spells and other magical effects.

Potent Weapons. The chiropteran behemoth's weapon attacks are magical and they ignore any resistance to their damage types.

Swoop. If the chiropteran behemoth flies at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or fall prone.

Actions

Multiattack. The chiropteran behemoth makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) piercing damage. If the chiropteran behemoth has advantage on the attack roll against a creature, that target takes an extra 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage. If the chiropteran behemoth scores a critical hit against a target, the target takes 48 (12d6 + 6) slashing damage. If a creature dies due to damage from such a critical hit, it's head or another vital body part is severed or destroyed.

Shriek (Recharge 6). The chiropteran behemoth emits a shriek in a 60-foot cone. Each creature in that area must succeed on a DC 19 Intelligence saving throw or take 45 (7d12) psychic damage and be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The chiropteran behemoth can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behemoth regains spent legendary actions at the start of its turn.

Detect. The chiropteran behemoth makes a Wisdom (Perception) check.

Claw. The chiropteran behemoth makes a claw attack.

Swoop (Costs 2 Actions). The chiropteran behemoth moves up to half its speed and makes a claw attack.

Wing Buffet (Costs 2 Actions). The chiropteran behemoth beats its wings. Each creature within 15 feet of the behemoth must succeed on a DC 20 Strength saving throw or take 20 (4d6 + 6) bludgeoning damage and be pushed up to 10 feet away from the behemoth. If the save fails by 5 or more, the creature also falls prone. The behemoth can then fly up to half its flying speed.

The Churning

"You'll see it coming, days ahead, but you can't stop it. Like the turn of the world, it's inevitable. But with destruction comes new life, as is the way of things."

Mountain, Monster. The Churning is an enormous wandering ooze that resembles a moving hill and smells like earth and rock. Thought to be unique, it devastates everything it passes over. From villages to forests, the Churning carves an endless line of destruction. Left in its wake is rich soil, the opportunity for regrowth. The Churning can be as long as half a mile and at least 60 feet wide.

Endlessly Onward. The Churning stops for nothing and no one. It can't. Sages say that if the Churning is stopped, its insides will seize up, resulting in a swift and sudden demise. But if the creature dies, it or another of its kind reappears somewhere in the world within a few decades, although sometimes sooner and sometimes much longer.

Ooze Nature. The Churning doesn't require sleep.

Salvage

Most of the objects the Churning keeps inside it eventually break down to constituents of rich soil. The Churning's remains contain vast amounts of pulverized material, from wood chips to rubble—more than it seems the Churning could contain, despite its size. Magic items survive longer, and some the Churning can't break down. More than one tale of the Churning tells of heroes who temporarily stopped the creature, finding a magic device they needed for further exploits in the remains. It's as if the Churning, as a bizarre force of balance and rebirth, is an instrument of fate in this way.

Lore

DC 10 Intelligence (Nature): It's easy to follow the Churning. Look for a wide line of rich, tilled soil.

DC 15 Intelligence (History): The Churning has plowed through several cities, but the soil left behind allowed for rapid regrowth, resulting in larger and more prosperous settlements.

DC 20 Intelligence (Arcana): The Churning has poor senses and no volition to hunt or kill creatures, especially those out of its reach. The best way to avoid death from the Churning is to avoid the Churning.

The Churning

Gargantuan ooze, neutral

Armor Class 10 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	2 (–4)	20 (+5)	3 (–4)	10 (+0)	3 (–4)

Damage Immunities poison
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses passive Perception 10
Languages —
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Enormous Space. The Churning has a space 60 feet on a side and takes up that entire space. Other creatures can enter this space, but a creature that does so is subjected to the Churning's Engulf.

Magic Resistance. The Churning has advantage on saving throws against spells and other magical effects.

Siege Monster. The Churning deals double damage to objects and structures.

Unstoppable. The Churning ignores difficult terrain, and nothing can reduce its speed or stop it from moving on its turn.

Actions

Pseudopod. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength or Dexterity saving throw (target's choice) or be pulled within 5 feet of the Churning.

Engulf. The Churning moves up to its speed and can enter creatures' spaces. The creature must make a DC 23 Strength or Dexterity saving throw (target's choice). On a successful save, the creature chooses to leave the Churning's path or it fails the save. On a failed save, the creature takes 40 (10d6 + 5) bludgeoning damage and is engulfed. The engulfed creature can't breathe, is blinded, is restrained, and has total cover from effects that originate outside the Churning. At the start of each of the Churning's turns, engulfed creatures take 42 (12d6) bludgeoning damage. When the Churning moves, engulfed creatures move with it.

An engulfed creature can escape (DC 23). On a success, the creature escapes and uses 15 feet of movement to enter a space of its choice within 5 feet of the Churning.

If the Churning dies, an engulfed creature is no longer restrained by it. If a creature dies inside the Churning, the creature's body breaks up. The Churning keeps inside it anything the dead creature wore or carried.

Reactions

Reactive Grab. A creature that moves while within the Churning's reach provokes an opportunity attack. The Churning can make four opportunity attacks each round.

Coldfire Ooze

"Coldfire's a menace, sure, but at least it doesn't move around on its own. Why are you staring at me like that?"

Spreading Corruption. Coldfire oozes spread coldfire throughout the north. Corrupted slurries of ice and snow, coldfire oozes have become a menace to frontier towns among the Valikan Clans.

Burning Slime. Those who first faced coldfire oozes didn't realize how the slimes could split. This mistake in the first skirmishes allowed the oozes to further multiply. Now, they can be found all over the northern wilds.

Ooze Nature. A coldfire ooze doesn't require sleep.

Salvage

Someone who has proficiency with alchemist's supplies can use the remains of one coldfire ooze to make one *flammable tincture* (see chapter 4). Making the tincture takes 1 day of work, materials worth 50 gp, and a successful DC 13 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Nature): Coldfire oozes are rare creatures that spread coldfire.

DC 15 Intelligence (Arcana): As with coldfire, fire is the best way to deal with a coldfire ooze. Fire is the only way to put the coldfire out.

Coldfire Ooze

Large ooze, unaligned

Armor Class 8
Hit Points 110 (13d10 + 39)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	17 (+3)	1 (–5)	12 (+1)	1 (–5)

Damage Vulnerabilities fire
Damage Immunities cold
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The coldfire ooze can move through a space as narrow as 1 inch wide without squeezing.

Coldfire. The cold damage a coldfire ooze deals ignores cold resistance. Creatures immune to cold treat their cold immunity as resistance to cold damage instead.

Ignite. If a creature or a flammable object takes cold damage from the coldfire ooze, the target ignites. Until the target is dealt fire damage, it takes 3 (1d6) cold damage at the start of each of its turns.

Illumination. The coldfire ooze sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Spider Climb. The coldfire ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and 14 (4d6) cold damage.

Coldfire Flare (Recharge 6). The coldfire ooze expels coldfire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. If a significant amount of flammable material ignites due to this flare, the area deals damage as the Ignite trait to objects and to creatures who enter the area for the first time on a turn or who end their turn there. This damage from coldfire also subjects targets to Ignite.

Reactions

Split. When a coldfire ooze that is Medium or larger is subjected to cold or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.

College of Requiems

"It was the most horrible thing I ever heard. It was beautiful."

Conductors of Death. Bards devote their lives to mastering the alluring and compelling power of song, yet a few dour individuals turn their efforts to extending that power into the realm of death. Blending necromancy into their music allows them to tear at life force or animate the dead.

Soul Music. Bards who focus on necromancy call corpses out of the ground to serve them, dancing to their mournful tune. As undead servants advance, the bard sows chaos among enemies, hampering their defenses and turning them against one another. By the time they regroup, the dead are upon them.

Salvage

Performers from the College of Requiems use masterwork instruments of bone and ivory. Each instrument has a distinctly sorrowful sound. Someone who has proficiency with the instrument has advantage on Charisma checks to use it to play a dirge or similar mournful tune. Each instrument is worth 25 gp times the Challenge of the performer it belonged to, but only an expert in instruments is likely to recognize the value.

Lore

DC 10 Intelligence (History): Bards of the College of Requiems turn their arts to necromancy. Most prefer a solitary existence, perhaps in the company of the dead.

DC 15 Intelligence (Arcana): By weaving necromancy into their music, these spellcasters raise undead minions and hinder their enemies with curses and enchantments. Confronting one of these bards can mean fighting through their undead allies first.

Mourning Minstrel

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	17 (+3)

Skills Deception +5, Perception +4, Performance +5
Senses passive Perception 14
Languages any two languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Danse Macabre (Recharges after a Short or Long Rest). As a bonus action on each of its turns, the mourning minstrel can perform a magical requiem for 1 minute. Each undead of the minstrel's choice within 30 feet of and able to see or hear the minstrel rolls 1d4 with any ability check or saving throw, adding the number rolled to the result. A creature can be affected by only one effect of this type, including *bless*.

Spellcasting. The mourning minstrel is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *dancing lights*, *minor illusion*
1st level (4 slots): *faerie fire*, *hideous laughter*, *silent image*
2nd level (3 slots): *blindness/deafness*, *invisibility*, *shatter*
3rd level (3 slots): *animate dead*, *major image*, *speak with dead*

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 4 (1d8) necrotic damage.

Death Note. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 9 (2d8) psychic damage.

GM Advice: Bards of the College of Requiems can make challenging and flavorful villains in their own rights. However, when teamed up with a powerful necromancer or an intelligent undead leader, these mourning minstrels and dirgemasters truly shine.

Rather than having a traditional bard playing at their courts and singing their praises, a vampire lord would have a dirgemaster in its employ instead. Not only is that pairing more appropriate in terms of the story, the dirgemaster can bolster its master and the servants of the creature with the necromantic magic the bard wields.

On the other hand, in a town overrun with undead, a College of Requiems bard might be the only thing standing between the undead creatures it can influence and the innocent townsfolk. While these bards may be frightening to commoners, their power can be wielded for good as much as ill.

Dirgemaster

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 93 (17d8 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Deception +7, Perception +5, Performance +7
Senses passive Perception 15
Languages any three languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Death Marked. A creature that takes damage from a dirgemaster's attacks or spells can't regain hit points until the end of the dirgemaster's next turn.

Macabre Dirge (Recharges after a Short or Long Rest). As a bonus action on each of its turns, the dirgemaster can perform a magical lamentation for 1 minute. Each undead or construct of the dirgemaster's choice within 30 feet of and able to see or hear the dirgemaster rolls 1d4 with any ability check or saving throw, adding the number rolled to the result. Each other creature of the dirgemaster's choice within 30 feet of and able to see or hear the dirgemaster rolls 1d4 with any ability check or saving throw, subtracting the number rolled from the result. The dirge can't negatively affect creatures that can't be frightened. A creature can be affected by only one effect of this type, including *bless* and *bane*.

Spellcasting. The dirgemaster is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *dancing lights*, *minor illusion*
1st level (4 slots): *faerie fire*, *hideous laughter*, *silent image*
2nd level (3 slots): *blindness/deafness*, *enthrall*, *shatter*
3rd level (3 slots): *animate dead*, *counterspell*, *major image*, *speak with dead*
4th level (3 slots): *confusion*, *greater invisibility*
5th level (2 slots): *animate objects*, *insect plague*
6th level (1 slot): *eyebite*

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, 13 (3d8) necrotic damage, and Death Marked.

Death Knell. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) psychic damage, or 19 (3d12) psychic damage if the creature has half its hit points or fewer, and Death Marked.

Coral Grazer

"I used to live in a village in the western shallows. Then a grazer came by and, in one night, everything I knew was gone."

Unnatural Disasters. Sea- and coast-dwellers fear coral grazers. Many such people consider the arrival of a coral grazer to be a natural disaster, but these monsters are far from natural. Equipped with beaked tentacles surrounding its single massive eye, a coral grazer uses its beaks to tear apart and consume coral. But the creature doesn't restrict itself to coral shelfs—it eats anything made of a similar substance, from shells to some stone. It also consumes bones, although in smaller quantities. One coral grazer can lay waste to a whole fishing village.

Ancient Horrors. Accounts of coral grazers can be found throughout recorded history, yet their origins remain a mystery. The oldest legends tell of a cataclysm that precedes the creatures being seen in the shallows. Sages speculate this disaster either gave rise to coral grazers or forced them into new territory. The look of coral grazers is akin that of Aether Kindred and denizens of their mad realm. If the cataclysm that gave rise to coral grazers had its source there, it could explain much.

Progeny Plague. Coral grazer spawn can be as much of a threat as their elder kin. Larvae are up to 6 feet long and they eat tremendous amounts to fuel their growth. After gorging themselves for a year, they retreat to deeper waters, returning to familiar feeding territory when they have reached full size. Most folk prefer to kill the larvae before they can grow.

Coral Grazer

Huge aberration, unaligned

Armor Class 16 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	3 (–4)	14 (+2)	5 (–3)

Skills Perception +6
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The coral grazer can breathe air and water.

Siege Monster. The coral grazer deals double damage to objects and structures.

Unnatural Presence. A creature that starts its turn within 30 ft. of the coral grazer feels an unnatural vibration. If the creature can otherwise sense the coral grazer, it must succeed on a DC 17 Wisdom saving throw or become frightened until the end of the coral grazer's next turn. A creature that fails the saving throw by 5 or more is also paralyzed while frightened in this way. A target that succeeds on the saving throw is immune to the Unnatural Presence of all coral grazers for the next 24 hours.

Actions

Multiattack. The coral grazer makes three bite attacks and uses horrid gaze.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Horrid Gaze. The coral grazer fixes its eye on one creature it can see within 120 feet of it. That creature is affected by the coral grazer's Unnatural Presence.

GM Advice: While a coral grazer is at home in the coastal waters of the lands of Etharis, they can be captured and trained by evil-doers to acts as guards and thugs. Little is as terrifying as a moated lair of an enemy that is also full of coral grazers. In fact, some coral grazers have been gifted with the power of magical flight, making them extremely effective and dangerous hunters, even out of water.

The paralyzing fright caused by a coral grazer makes them terribly dangerous against those creatures who fail their saving throws. However, higher-level characters who are immune to fear, or who boost others with a fear-negating ability, make this paralyzing fright irrelevant. That's why it's important, when you want to challenge a powerful party, to take down those characters or separate them from their allies during a coral grazer attack. A dispel magic to remove the effects of a heroes' feast is also strategically beneficial.

Coral Grazer Larva

Medium aberration, unaligned

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	2 (–4)	12 (+1)	4 (–3)

Skills Perception +3
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 13
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. Out of water, the coral grazer larva can hold its breath for 30 minutes.

Water Breathing. The coral grazer larva can breathe only underwater.

Actions

Multiattack. The coral grazer larva makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

An adult coral grazer can attract several larvae to its feeding area. That means adults are more dangerous when larvae are about in surrounding waters. Sages have noted that larvae are more likely to show up when an adult is in danger.

Salvage

Some artisans prize a coral grazer's beaks, which can make fine, sharp, and unusual blades. The beaks from one larva can fetch 50 gp, and those from an adult up to 200 gp.

Someone who has proficiency in the Medicine skill can extract an adult coral grazer's eye in perfect condition with a successful DC 17 Wisdom (Medicine) check. Treated three times with a *flesh to stone* spell and special oils worth 1,000 gp per casting, the eye shrinks and works like a *crystal ball*, provided the caster makes a successful DC 13 Intelligence (Arcana) check with each casting.

Lore

DC 10 Intelligence (Nature): Coral grazers are dangerous tentacled beasts that tear apart coral and similar material for food.

DC 15 Intelligence (Nature): An adult coral grazer's presence can cause paralyzing fear. Although the grazer eats little flesh, it often takes a chunk of a paralyzed creature to get to its delicious bones. The adult can also attract larvae in the area to join it in feasting and fighting.

Corpse Walker

"They rose from their graves, some by force of magic, others cursed through their life's misdeeds. Whatever the reason, we can't let them walk among the living."

Grim Awakening. When the soul of a deceased can't leave the body because of induced death or for misconduct, it might rise as a corpse walker. The reanimated corpse moves about with its arms outstretched. With its attacks, a corpse walker siphons a victim's life force and kills living creatures for sustenance.

Night Walkers. Corpse walkers rise at night. By day, they hide in dark places such as coffins and caves. Whether newly deceased or buried for a longer time, the skin of a corpse walker is greenish white with bizarre mold growing on it. The sun burns this flesh and fungus away. As they age, corpse walkers become attached to their resting places and flee there when hard pressed.

Salvage

Someone who has proficiency with alchemist's supplies can mix the mold from a corpse walker's skin with other materials worth 500 gp to produce a potion that grants all the corpse walker's damage resistances for 10 minutes. The skin from an ancient corpse walker can produce two doses of this potion. A humanoid that dies while under the effects of this potion rises as a corpse walker 24 hours later. Creating this rare potion requires a successful DC 15 Intelligence (Religion) check and 8 hours of brewing.

Someone who has proficiency with smith's tools can fashion the femur of an ancient corpse walker into a one-handed melee weapon. Both femurs can make a two-handed weapon. Creating the weapon takes 10 days and extra materials worth 500 gp, and it's a magic weapon when complete. Someone you hit with an attack using the weapon can't regain hit points until the start of your next turn. If someone casts *vampiric touch* and *inflict wounds* on the weapon once per day while it's being made, and materials worth 1,000 more gp are added to the process, the weapon also takes on the properties of a *sword of life stealing* but need not be a sword.

Lore

DC 10 Intelligence (History): It's bad luck for the living to set eyes upon a corpse walker. The returned gaze imparts a curse. Like a zombie, a corpse walker can take significant wounds and remain standing.

DC 15 Intelligence (Religion): The corpse walker has a severe vulnerability to sunlight, which burns and distracts it. Radiant damage is a sure way to ensure the corpse walker stays down when slain.

DC 20 Intelligence (Arcana): An ancient corpse walker can release spores that call loyal undead to it, although wind can disperse these spores. The ancient walker can also become a cloud of deadly spores that can animate corpses. If terribly wounded, the ancient corpse walker turns into this mist and has 2 hours to return to its lair or perish forever.

Corpse Walker

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (–2)	10 (+0)	6 (–2)

Saving Throws Con +6, Wis +3
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands languages it knew in life but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Cursed Gaze. A humanoid that starts its turn within 30 ft. of and able to see the corpse walker must succeed on a DC 14 Charisma saving throw, provided the corpse walker isn't incapacitated. On a failure, the humanoid is frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if not averting its eyes from the corpse walker, ending the effect on itself on a success. A creature failing two of these saving throws becomes cursed with disturbing thoughts. Such a creature can't benefit from a short or long rest until the curse is removed. On a successful save, the target is immune to any corpse walker's Cursed Gaze for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the corpse walker until the start of its next turn. A creature that looks at the corpse walker in the meantime must immediately make the save.

Sunlight Hypersensitivity. The corpse walker takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Undead Fortitude. If damage reduces the corpse walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse walker drops to 1 hit point instead.

Actions

Multiattack. The corpse walker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 5 (2d4) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the corpse walker regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An evil humanoid slain this way rises 24 hours later as a corpse walker.

Ancient Corpse Walker

Large undead (shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Con +8, Wis +5
Skills Perception +5
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Cursed Gaze. A humanoid that starts its turn within 30 feet of and able to see the ancient corpse walker must succeed on a DC 16 Charisma saving throw, provided the corpse walker isn't incapacitated. On a failure, the humanoid is frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if not averting its eyes from the corpse walker, ending the effect on itself on a success. A creature failing two of these saving throws becomes cursed with disturbing thoughts. Such a creature can't benefit from a short or long rest until the curse is removed. On a successful save, the target is immune to any corpse walker's Cursed Gaze for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the corpse walker until the start of its next turn. A creature that looks at the corpse walker in the meantime must immediately make the save.

Spore Calling. When the ancient corpse walker attacks, loyal undead within 120 feet of it come to its aid. Moderate or stronger wind can disperse these spores before they are effective.

Spore Cloud. . If the ancient corpse walker isn't in sunlight, it can use its action to polymorph into a Large cloud of spores or back into its true form. Anything it's wearing or carrying transforms with it. It reverts to its true form if it dies. In cloud form, the ancient corpse walker can't take any actions, speak, or manipulate objects. It's weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. This cloud spreads around corners. If air can pass through a space, the cloud can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, except those against wind. The cloud form is immune to nonmagical damage other than that from sunlight.

A creature that starts its turn in the cloud must make a DC 16 Constitution saving throw. If the save fails, the creature takes 13 (3d8) poison and 10 (3d6) necrotic damage and becomes poisoned until the start of its next turn. On a successful save, a creature takes half the damage and isn't poisoned.

After 24 hours, corpses of beasts or humanoids that were in the spore area rise as zombies loyal to the ancient corpse walker. If such a corpse is that of an evil humanoid, it instead rises as a corpse walker loyal to the ancient corpse walker. These spores can animate a corpse only once.

Spore Fortitude. If damage reduces the ancient corpse walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse walker drops to 1 hit point instead.

When it drops to 0 hit points, the ancient corpse walker transforms into its Spore Cloud form. If it can't transform, it is destroyed. The spores of this cloud deal half their normal damage and can't animate corpses.

The ancient corpse walker can't transform back into its true form until it has at least 1 hit point. It must reach its preferred resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its normal form. It is then paralyzed and at 0 hit points for 1 hour, and then it regains 1 hit point and ceases being paralyzed.

If the ancient corpse walker takes damage while at 0 hit points, if able, it makes the same saving throw that would allow it to drop to 1 hit point. However, on a success, the ancient corpse walker remains at 0 hit points. If the ancient corpse walker fails or can't make this saving throw, it is destroyed.

Sunlight Hypersensitivity. The ancient corpse walker takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The ancient corpse walker makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the ancient corpse walker regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain this way rises 24 hours later as a zombie, but it rises as a corpse walker if it was evil. These undead are loyal to the ancient corpse walker.

GMs Advice: An ancient corpse walker can lair in ruins and create a legion of humanoid and beast zombies, as well as corpse walkers. Greater undead beings and necromancers might also use these creatures as lieutenants.

Corpse Wisp

"Some crypts are lit by lanterns.
Others by the fragments of lost souls."

Soul Remnants. Sometimes a soul stays in the mortal world to haunt the living. More often, wicked spiritual remnants stay behind to haunt the body's final rest. These remnants form weird, dead lights—corpse wisps—that float in graveyards and other places of death, searching for the living to feed on.

These fragments have little sense of the creatures they once were. Still, they cling to the body they once inhabited. Hunger can't destroy them, but they crave life force.

Undead Nature. A corpse wisp doesn't require air, drink, food, or sleep.

Salvage

When a corpse wisp is destroyed, it leaves behind a soft, black rock the size of a coin. This "coal" can be used as an extra material component when casting a spell that deals necrotic damage. Used in this manner, the coal causes the spell to deal an extra 1d4 necrotic damage. Using the coal in this way consumes it.

Lore

DC 10 Intelligence (History): These lights, called corpse wisps, are undead spirit fragments caught between life and the great beyond.

DC 15 Intelligence (Religion): Corpse wisps are nearly immaterial. Radiant damage is most effective against them, while poison, necrotic, and damage from nonmagical attacks are least effective.

Corpse Wisp

Tiny undead, chaotic evil

Armor Class 15
Hit Points 25 (10d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	20 (+5)	10 (+0)	2 (–4)	10 (+0)	6 (–2)

Saving Throws Wis +2
Damage Vulnerabilities radiant
Damage Immunities poison
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Corpse Bound. A corpse wisp can't stray more than 300 feet from the remains that spawned it.

Dead Light. The corpse wisp sheds dim light in a 20-foot radius.

Incorporeal Movement. The corpse wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Tendril. *Melee Spell Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If a target dies, the wisp regains 10 (4d4) hit points, gaining any excess as temporary hit points.

Crawling Grave

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (–2)	10 (+0)	5 (–3)

Saving Throws Con +5, Wis+2
Damage Immunities poison
Damage Resistances piercing, slashing
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Lethal Overrun. Whenever the crawling grave enters a creature's space, if the target is incapacitated or dead, the crawling grave picks up that creature. The creature moves with the crawling grave and has disadvantage on death saving throws. A creature that ceases being incapacitated or dead can stop moving with the crawling grave.

A corpse breaks apart in the crawling grave at the end of the crawling grave's second turn carrying that corpse. When the corpse breaks apart, the crawling grave regains hit points equal to half that corpse's normal hit point maximum, up to 20 hit points, and expels anything the corpse was carrying or wearing. Another creature can pull a corpse free of the crawling grave before it breaks apart by using an action and succeeding on a DC 13 Strength (Athletics) check. The attempt provokes an opportunity attack from the crawling grave.

Swarmlike. The crawling grave can occupy another creature's space and vice versa, and the crawling grave can move through any opening large enough for a Small humanoid.

Undead Fortitude. If damage reduces the crawling grave to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the crawling grave drops to 1 hit point instead.

Actions

Multiattack. The crawling grave makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or fall prone. If the crawling grave has half of its hit points or fewer, it deals 8 (1d10 + 3) bludgeoning damage and can't knock creatures prone.

Crawling Grave

"This thing was born from a mass grave?
Makes you wonder who the real monster is, doesn't it?"

Undead Victims. Unspeakable violence leads to the creation of mass graves, where the dead lie lost and forgotten. The energy from this cruelty can coalesce into tangles of bones that rise to seek out and add new skeletons to the hideous mass.

Undead Nature. A crawling grave doesn't require air, food, drink, or sleep.

Salvage

Someone who has proficiency with alchemist's supplies can use powdered bones from a destroyed crawling grave to brew a death-defying potion. If a creature drinks the potion, the first time they would drop to 0 hit points within 8 hours after drinking they instead drop to 1 hit point. Brewing the potion takes 2 days and materials worth 50 gp, and brewing it correctly requires a successful DC 13 Intelligence (Arcana) check. One crawling grave has enough bones to refine into four doses of this potion.

Lore

DC 10 Intelligence (History): Tales tell of mass graves that spawn massive undead due to the violent energy that surrounds them.

DC 15 Intelligence (Religion): A crawling grave can absorb a corpse and add the bones to its mass.

Cult of Tormach

"The wounded soldier's hopes soar as an ally approaches after battle. But the look in her eye tells the soldier that no help will come from this cultist of Tormach."

Military Power Cult. In the uncertainty following the Aetheric War, the absence of the previous deity of war, Malignant, paved the way for the worship of the unhinged Arch Daemon Tormach. People of Unterland birthed the Cult of Tormach within their militaristic nation. Many fear the cult's influence will spread if left unchecked.

Mindless Destruction. The rank and file of the Cult of Tormach carry a well-deserved reputation for wrath and destruction, their zealotry synonymous with the shedding of blood without reason. Cultists of Tormach do not give themselves over to a true berserker state but prefer to attack to overwhelm and dismember their opponents. They have a reputation for slaughtering their wounded at the conclusion of a battle. Unterlanders have learned to expect no quarter from Tormach's faithful.

Champion of Tormach. Tormach touches certain fighters to their core, giving them the strength and fury necessary to deliver great damage. In battle, Tormach's Champions prefer the vanguard, armored as much by the strength of faith and their patron's daemonic blessings as their physical armor.

Tormach Zealot. The most faithful disciples of Tormach, blessed with wicked powers, lead the rest of the cult in bizarre and sickening ceremonies and chants. While Zealots let Champions and other servants of Tormach rush into battle first, they're more than willing to fight and die in Tormach's name.

Salvage

Rarely, one of the weapons a cultist carries retains the terrible spark of Tormach inside it. This weapon is a *Tormach's blessed weapon* (see chapter 4).

Lore

DC 10 Intelligence (History): Warriors driven by bloodlust and destruction might join a cult of Tormach, who then blesses them with additional powers or prowess.

Tormach Zealot

Medium humanoid (any race), chaotic evil

Armor Class 16 (scale mail)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	13 (+1)	12 (+1)	15 (+2)

Skills Deception +4, Insight +3, Intimidation +4, Performance +4, Persuasion +4, Religion +3
Senses passive Perception 11
Languages two national languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blood-Soaked Inspiration. When the Tormach zealot deals damage on its turn, it can use a bonus action to choose one creature within 60 feet of it. Provided that creature can see or hear the zealot, the creature adds 1d6 to one ability check, attack roll, or saving throw it makes before the end of its next turn.

Spellcasting. The Tormach zealot is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12). The Tormach zealot knows the following bard spells:

Cantrips (at will): *true strike, vicious mockery*
1st level (4 slots): *bane, faerie fire, heroism, thunderwave*
2nd level (3 slots): *enhance ability, heat metal, shatter*

Actions

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength or Dexterity saving throw (target's choice) or move back 5 feet or fall prone (zealot choice).

Champion of Tormach

Large humanoid (any race), chaotic evil

Armor Class 17 (splint)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	15 (+2)

Skills Athletics +5, Insight +3, Intimidation +4, Perception +3
Senses passive Perception 13
Languages two national languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Protection Aura. Creatures of the champion of Tormach's choice within 10 ft. of the champion, including the champion, gain a +2 bonus to saving throws. The champion must be conscious to grant this bonus. A creature can benefit from only one such aura at a time.

Smite. When the champion of Tormach hits with a melee weapon attack, it can expend one spell slot to deal extra necrotic damage. The extra damage is 9 (2d8) for a 1st-level spell slot and 13 (3d8) for a 2nd-level one.

Spellcasting. The champion of Tormach is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12). The champion has the following paladin spells prepared:

1st level (4 slots): *bane, hunter's mark*
2nd level (2 slots): *magic weapon, misty step*

Actions

Multiattack. The champion of Tormach makes two battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Tormach Cultist

Medium humanoid (any race), chaotic evil

Armor Class 13 (studded leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages one national language
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Rampage. When the Tormach cultist reduces a creature to 0 hit points with a melee attack on its turn, the cultist can take a bonus action to move up to half its speed and make a melee attack.

Actions

Multiattack. The Tormach cultist uses frightening scream and makes two handaxe attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Frightening Scream. Each creature of the Tormach cultist's choice within 20 feet of and able to hear the cultist must succeed on a DC 10 Wisdom saving throw or become frightened until the end of the cultist's next turn. If a creature's saving throw is successful, the creature is immune to the Frightening Scream of all Tormach cultists for the next 24 hours.

Daemon Oak

"Twisted and tortured, the many faces of this walking, dark-barked oak scream and call as the creature moves through the forest, spreading destruction."

Twisted Treants. Where daemon blood and ichor fall, feindish power ruins the ground. Plant life becomes desiccated and twisted, most falling to rot. But the hardiest plants become warped mockeries of their verdant kin. Among these are treants who become daemon oaks, which have elongated, lashing limbs and grasping roots, all bound in infernal chains.

Like a host of tormented souls attempting to free themselves from a woody prison, a multitude of faces manifest along the trunk of these animate trees. Some of these faces have a fixed place. Others emerge and then fade into the daemon oak's despoiled bark.

Thrall Spawners. Daemon oaks can cause other trees to share their corruption. Instead of awakening trees, daemon oaks can replace wood and sap with acidic ichor. Once corrupted, a tree serves the daemon oak, amplifying the daemonic tree's menace until the thrall is destroyed. Then, it explodes into a shower of acid.

Unrelenting Destroyers. Daemon oaks are sedentary creatures, drawing their nutrients from corrupted soil. They might stand for decades, wailing in some gloomy corner of deep woods, avoided by animals and sane folk alike. But when roused to action, they rarely stop their rampage until forced to do so.

Daemon Oak

Huge plant, neutral evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	21 (+5)	10 (+0)	15 (+2)	12 (+1)

Damage Resistances acid, bludgeoning, piercing
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 12
Languages Infernal, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Siege Monster. The daemon oak deals double damage to objects and structures.

Actions

Multiattack. The daemon oak makes two lash attacks, or it makes one lash attack and uses spew.

Lash. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 18) and restrained while grappled in this way. The daemon oak can grapple up to four creatures at a time.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage.

Spew (Recharge 5–6). One of the daemon oak's mouths spews a 30-foot cone of acidic ichor. Each creature in that area must make a DC 17 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Tree Thrall (Recharges after a Short or Long Rest). The daemon oak curses and animates one tree within 30 feet of it. Such a tree becomes a daemon oak thrall. This thrall is the daemon oak's ally, and it takes its turn just after the daemon oak. The thrall obeys the daemon oak's verbal commands (no action for the daemon oak). If issued no commands, the thrall attacks a creature that isn't the thrall's ally. A thrall dies after 24 hours, when the daemon oak uses a bonus action to sever the connection to the thrall, the thrall is more than 1 mile from the daemon oak, or the daemon oak dies.

Reactions

Chain. When a creature within 10 feet of the daemon oak attempts to move from it's current position, the daemon oak can make a lash attack against that creature.

Daemon Oak Thrall

Huge plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 84 (8d12 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	19 (+4)	1 (–5)	13 (+1)	1 (–5)

Damage Resistances acid, bludgeoning, piercing
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 11
Languages understands Infernal and Sylvan but can't speak
Challenge — with a daemon oak (3 [700] by itself)
Proficiency Bonus +4 (due to the daemon oak)

Caustic Demise. When the thrall dies, it breaks apart as acidic ichor explodes from it in a 10-foot-radius sphere. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save, or half as much damage on a successful one.

Siege Monster. The daemon oak thrall deals double damage to objects and structures.

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Salvage

Daemon oak ichor is a powerful if unstable reagent. Harvesting one vial from a daemon oak requires a successful DC 20 Wisdom (Survival) check. One vial of ichor harvested from a daemon oak can fetch 500 gp from the right buyer.

Someone who has proficiency with smith's tools can use the chains from one daemon oak to fashion a *chain shirt of resistance* (acid) or *chain mail of resistance* (acid). These armors also offer a +1 bonus to AC. Instead, the chains can be used to make a magic chain weapon (see *Grim Hollow Player's Guide*). Such a weapon offers a +1 bonus to attack rolls and damage rolls, and when the wielder hits with an attack using such a weapon, it deals 1d6 extra acid damage. Each of these rare items requires 10 days and additional materials worth 1,000 gp to make.

Lore

DC 10 Intelligence (Arcana): Fell forces twisted this walking tree. It's resistant to bludgeoning and piercing damage and vulnerable to fire.

DC 15 Intelligence (Nature): A daemon oak can turn other trees into thralls. Each servant is nearly as powerful as its master, although far less cunning. A daemon oak thrall can't spit acid like its master, and thralls perish if their master dies. When a thrall dies, it cracks apart, showering acidic ichor over an area within 10 feet of the thrall.

Danxoni

"It's a blessing that danxoni—strange, elongated, multiarmed monstrosities—are a rare sight. Not only are they prone to violence, but if they were to proliferate any faster, their voracious appetites would quickly strip an area of its natural resources."

Danxoni

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (–4)	8 (–1)	5 (–3)

Saving Throws Wis +3
Skills Perception +3
Damage Vulnerabilities necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Parasitic Release. When a danxoni dies, the creatures inside it escape, some seeking new hosts. These creatures create a cloud around the dead danxoni in a 10-foot radius sphere that goes around corners. Any creature in that area must succeed on a DC 16 Constitution saving throw or become infected with the sewer plague disease.

Actions

Multiattack. The danxoni makes five attacks: four with its claws and one with its bite.

Claws. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 8 (1d6 + 5) slashing damage.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 9 (1d8 + 5) piercing damage and 5 (2d4) acid damage.

Symbiont Breath (Recharge 5–6). The danxoni exhales a cloud of the creatures that populate its gut in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. A creature that fails takes 14 (4d6) acid damage, 7 (2d6) piercing damage, and 14 (4d6) poison damage. If the save fails by 5 or more, the creature is also infected with the sewer plague disease. A creature takes half as much damage on a successful save.

Churning Innards. The warm moistness of a danxoni's digestive tract is an ideal habitat for insects, fungi, and other tiny organisms. The relationship is symbiotic. The smaller creatures flourish in a secure environment with ready access to nourishment, and the digestion they do helps the danxoni absorb its varied meals.

Multitude of Hungers. Danxoni observed in the wild have been recorded as eating anything. They eat fresh prey, carrion, wood, poisonous plants, and rock and metal. To eat, a danxoni rips chunks with its strong arms and stuffs the material down its throat. The digestive powers of a danxoni's hitchhikers allow it to extract sustenance out of any substance.

Once Sapient? Some observant adventurers have noted the oddly humanlike appearance of a danxoni's face. All attempts to communicate with a danxoni have confirmed an animal intelligence, leading some to wonder whether danxoni were once a sapient species.

Salvage

Someone who has proficiency with an herbalism kit can process portions of a dead danxoni's internal colonies to produce antitoxin or an herbal cure for sewer plague. Doing so requires 1 hour of work and a successful DC 11 Intelligence or Wisdom check. One danxoni can provide enough material for four doses of antitoxin or herbal cure, or a mix of both.

Lore

DC 10 Wisodm (Medicine): Danxoni can exhale their internal symbionts in a caustic, poisonous, and infectious cloud. Killing a danxoni releases these disease-causing parasites. If harvested properly, however, these creatures can be used to make antitoxin or a cure for sewer plague.

DC 15 Intelligence (Nature): Necrotic damage can quickly wipe out large numbers of the danxoni's internal symbionts, so this damage is very effective against a danxoni.

Dark Mist Stalker

"As we made camp the mist rolled in. Lassiter screamed, but we didn't see anything. Then another scream. And an arrow. Then another. No twang of a bow, just the sharp sound of impact. A full retreat was ordered and we all ran for our lives. At least the three of us who weren't dead."

Trespassers Beware. In places where the fey courts claim dominance in the mortal world, guards were placed to keep out trespassers. Then the Mists came. The noble fey guards were turned into dark versions of their past selves. They no longer serve their fey patrons—instead, they kill any interlopers.

Salvage

The hunting bows of the dark mist stalkers are renowned for their accuracy and ranges so much so that foolish adventurers and hunters of all skill levels attempt to recover them. A slain dark mist stalker has a 10% chance to be carrying a weapon that can be turned into an *oathbow*. Such a weapon can be altered by a proficient weaponsmith, who must succeed on a DC 25 Intelligence (Arcana) check after spending 10 days and 7500 gp of components.

Lore

DC 10 Intelligence (History): Dark mist stalkers hide in the woods and always come with the mist! Avoid the mists to avoid your death!

DC 15 Intelligence (Nature): Dark mist stalkers can hide in the rain and see you without light. Find another way to find them.

DC 20 Intelligence (Arcana): The bow shot of a stalker can knock you back, and the touch of their knives can cause a wound that can't be staunched.

Dark Mist Stalker

Large fey, chaotic evil

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	17 (+3)	11 (+0)	15 (+2)	8 (-1)

Saving throws Con +7, Wis +6
Skills Perception +6, Stealth +9, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Elven, Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Camouflage. The dark mist stalker can attempt to hide when lightly obscured by foliage, heavy rain, mist, or other natural phenomena. Additionally, when it is hidden from a creature and misses with a ranged weapon attack, it remains hidden.

Dead Eye. The dark mist stalker's ranged weapon attacks ignore half and three-quarters cover and score a critical hit on a roll of 19 or 20.

Hunter's Stride. The dark mist stalker is unhindered by difficult terrain.

Night Stalker. The dark mist stalker can see in dim light without penalty.

Actions

Multiattack. The dark mist stalker makes three attacks with its hunting bow or skinning knife.

Hunting Bow. *Ranged Weapon Attack*: +9 to hit, range 150/600 ft., one target. *Hit*: 18 (3d8 + 5) piercing damage, and the target must succeed on a DC 16 Strength saving throw or be knocked back 10 feet.

Skinning Knife. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target *Hit*: 10 (2d4 + 5) slashing damage, and target much succeed on a DC 16 Constitution saving throw or it gains the bleeding condition (see *Grim Hollow Campaign Guide* pg. 28).

Aim. The dark mist stalker selects one target it can see and spends its turn focusing its aim on the target, as if concentrating on a spell. While doing so creatures have advantage to hit the dark mist stalker. The dark mist stalker's next hunting bow attack against that target has advantage and deals an extra 27 (6d8) piercing damage. If its concentration is broken before its next attack, the dark mist stalker loses the benefits of aim.

Reactions

Skirmisher. When a hostile creature moves within 5 feet of the dark mist stalker, it can make a skinning knife attack and move 20 feet without provoking an opportunity attack.

Darkfeather

"A figure moves silently through the city, well past midnight, a masked doctor treating those who have contracted the Weeping Pox. Those who look closer see a monster – and not a masked healer – walking the streets."

Mimic of Healers. Darkfeathers are monsters that mimic the appearance of the few who try to safely help victims of the Weeping Pox. Traditionally, these healers dress in long, feathered black robes with a beak-like mask to protect themselves from contracting the disease. A warped mixture of magic and disease transformed these healers, merging the mask and pestilence, into a humanoid creature with a bird-like skull.

Deathbringer. To some, darkfeathers might be a blessing. Within their skull are two poison glands and a proboscis to deliver the poison to sickened individuals. Victims of a darkfeather seem to improve for a couple of days after the creature's visit, giving the family and victim hope. But death comes quickly, and the darkfeather tracks its victims to drink the liquified remains.

Shadow Lurker. When confronted, the darkfeather retreats and blends into darkness. It avoids conflict unless cornered, and then fights with ferocity to escape. Accurate knowledge of this mimic is rare.

Salvage

Glands within a darkfeather's skull can be harvested and processed into one dose of a necrotic poison, which acts as a *potion of poison* that inflicts both poison and necrotic damage if invested. Harvesting and preparing the poison requires proficiency with a poisoner's kit, takes 4 hours, and requires a successful DC 12 Intelligence check.

Lore

DC 15 Intelligence (History): A darkfeather is a venomous monstrosity that is immune to poison.

DC 20 Intelligence (History): A darkfeather can blend with the shadows and is averse to bright light, especially sunlight.

Darkfeather

Medium monstrosity, neutral

Armor Class 14 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	8 (–1)	11 (+0)	8 (–1)

Skills Perception +2, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages –
Challenge 2 (450 XP) **Proficiency Bonus** +2

Shadow Blend (Recharges after a Short or Long Rest). While in dim light or darkness, the darkfeather can use a bonus action to become invisible, along with anything it's wearing or carrying. The invisibility lasts until the darkfeather uses a bonus action to end it or until the darkfeather attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in sunlight, the darkfeather has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Beak. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable, but even if the target regains hit points, the target is poisoned for 1 hour and paralyzed while poisoned in this way.

Dawndrinker

"Sometimes it's darkest after the dawn."

Alien Gloom. A dawndrinker is the fear of the dark incarnated in a leonine shape. But the creature's head is alien, with five orbs that act as eyes and no mouth or nose. Three protrusions around the trunk function as ears. These organs vibrate when the dawndrinker is agitated, sounding like the rumble of an earthquake.

Thirsting Darkness. These creatures are thought to have emerged from the City Below. Others claim dawndrinkers came to this world to defend their summoners against the Arcanist Inquisition. Whatever the case, dawndrinkers leech light from the surroundings, feeding on it and growing stronger. In the presence of a dawndrinker, torches flicker and fail, the sun seems distant, and magical illuminations dim and go out.

Midday Night. When a dawndrinker makes its home, usually in a cave or dense thicket hidden from the sun, it slowly feeds on light in the area. The longer it feeds, the stronger it grows and the shorter the days seem near its lair. After a season, a dawndrinker can grow powerful enough create a small area where it appears the sun never rises.

Salvage

Dawndrinkers have a special organ that stores and processes light the way that other creatures digest food. Most of the creature's body disintegrates after it dies, but this light stomach remains. Someone who has proficiency with alchemist's supplies, cook's utensils, or an herbalism kit can prepare the stomach with other ingredients worth 25 gp. If the preparer succeeds on a DC 13 Wisdom or Intelligence check, the organ makes a tasty, sweet meal for up to four creatures. After partaking, those creatures add 60 feet to their darkvision range for 24 hours, those that lack darkvision gaining it to a range of 60 feet. All partakers also gain blindsight to a range of 10 feet for the same duration.

Lore

DC 10 Intelligence (History): A dawndrinker is a cunning predator that can easily hide and move in shadow. It greatly lessens and even extinguishes light sources.

DC 15 Intelligence (Arcana): A dawndrinker can sense light, its food, at a great distance. The monster is also resistant to fire, absorbing some of its energy, and immune to radiant damage, which is a source of quick nourishment for the dawndrinker.

DC 20 Intelligence (Arcana): A dawndrinker's attacks can temporarily take away the victim's ability to perceive light.

Dawndrinker

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	3 (–4)	11 (+0)	7 (–2)

Skills Stealth +5
Damage Immunities radiant
Damage Resistances fire
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Drink Light. The dawndrinker can take a bonus action to drink light within 30 feet of it. If it does so, nonmagical light sources in this area go out, extinguishing any flames that are the source of the light. Provided the light comes from an effect of 3rd level or lower, or a creature of CR 7 or lower, magical bright light becomes dim light, and magical dim light goes out. If a magical effect's light is extinguished, the effect is dispelled. A creature's or object's inherent light returns to normal after 1 minute. The dawndrinker can dim or extinguish stronger effects by succeeding on a Constitution check with a DC of 10 + the effect's level or 5 + the creator's CR, whichever is lower.

Light Sense. The dawndrinker can sense any light source within 120 feet of it. This sense penetrates most barriers, but it is blocked by 3 feet of wood or dirt, 1 foot of stone, or 1 inch of metal.

Radiant Absorption. Whenever the dawndrinker is subjected to radiant damage, it takes no damage and instead regains hit points equal to the radiant damage dealt.

Shadow Cunning. In dim light or darkness, the dawndrinker can take a bonus action to use the Disengage or Hide actions.

Actions

Multiattack. The dawndrinker makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and 7 (2d6) cold damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be blinded until the end of the dawndrinker's next turn.

GM Advice: Before running an encounter with a dawndrinker, brush up on the rules for invisibility, darkness, and dim light. The dawndrinker and any of its allies should be able to function in darkness.

Death Cap

"It draped over her head, and everything changed. That insecure bard we all knew and loved was gone. She sliced through us as if we were butter."

Deadly Spirit. The death cap is the manifestation of an executioner's or assassin's spirit, who not only killed without remorse, but hungered for murder. Their spirit and dark hunger live on after death, coalescing into some form of a cap or a hat.

Patiently Waiting Release. These caps are slow movers—landbound slitherers. It spends most of its time patiently waiting for prey, seeming nothing more than a clean but discarded item of clothing made of a lush material. It doesn't reveal its true nature until someone dons the hat.

Psychic Hijacker. Once upon a living creature's head, the transformation begins as the hood attempts to control the mind of its host. When it does, it stretches into a deep black hood, and that's when the carnage begins.

Parasitic Killer. The cap wants nothing more than to slake its murderous desires. While it can be cunning, it rarely passes on an opportunity to kill. It kills its host by pushing it into battle and psychically draining the host's life force.

Undead Nature. A death cap doesn't require air, food, drink, or sleep.

Salvage

The fabric of a defeated death cap is very valuable to tailors and creators of magical clothing, fetching 250 gp. Creating a magical cloak, hat, or other clothing using the fabric from a death cap cuts the creation time in half.

Lore

DC 10 Intelligence (Religion): Placing the death cap on one's head opens one up to possession by the malignant undead. Once a death cap takes control, it pushes its host to murderous carnage. While one can cut down the host, the easiest way to rid a possessed creature of the cap is to turn undead.

DC 15 Intelligence (Arcana): The death cap rides roughshod over its host, not only pushing it into battle but also denying it sustenance and sleep. Worst still, it slowly devours those it possesses. The cap can be forced off a host's body by using *dispel evil and good* or similar magic.

Other Slayers

While a cap appears to be the favored form of these horrid creatures, stories abound about other forms, from cloaks that seem more patient than the cap form to gauntlets or even weapons, more interested in political power than pure slaughter. These different types of death caps keep their host around for extended periods, sometimes even years, which means the death cap either doesn't feed on the host or keeps them alive with some form of necromancy.

Some necromancers and priests educated in the dark arts either scoff at such tales or warn that the cap form might be a lesser form of this item-haunting undead.

Death Cap

Tiny undead, chaotic evil

Armor Class 13
Hit Points 50 (20d4)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	18 (+4)

Saving Throws Wis +2
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While a death cap remains motionless and isn't possessing a creature, the cap is indistinguishable from an ordinary object.

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the death cap attaches to the target. While attached to the target, the death cap can attack no other creature except the target but has advantage on its attack rolls. The death cap's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can use an action to remove an attached death cap. The remover must succeed on a DC 15 Strength (Athletics) check. A death cap can detach itself from the target by using 5 feet of movement.

Possession. One creature the death cap is touching must succeed on a DC 14 Charisma saving throw or become possessed by the death cap. The death cap attaches to the possessed target, if not attached already, and that target loses control of its body. The death cap controls the body without depriving the target of awareness. While doing so, the death cap retains its alignment, Intelligence, Wisdom, Charisma, saving throw proficiency, immunities, and vision. It otherwise uses the possessed target's statistics, gaining access to the target's knowledge, class features, proficiencies, and languages. The death cap can possess one target at a time, and it can't use its crush attack while possessing the target.

Whenever the possessed target hits with a melee weapon, the target deals one extra die of the weapon's damage. At the start of its turn, the death cap can grant the possessed target advantage on melee attack rolls until the start of its next turn. Attack rolls against the possessed target (not the death cap) have advantage for the same time.

A creature can detach the death cap only if the possessed target is grappled, restrained, or incapacitated. The attempt provokes an opportunity attack from the possessed target. If the death cap is detached, the possession ends.

At the end of every 24 hours after initiating the possession, the death cap drains the possessed target of one Hit Die. The target can then attempt another DC 14 Charisma saving throw, ending the possession on a success. The possession also ends if the possessed target drops to 0 hit points, the death cap ends the possession as a bonus action, the death cap is turned, or an effect forces the death cap to end the possession.

When the possession ends, the death cap falls to the ground in an unoccupied space within 5 feet of the target. The target is immune to this death cap's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Hit Dice drained during a death cap's possession can be regained only after the possession ends. If a possessed target is drained of all its Hit Dice, it dies.

Disavowed

"Don't go to the temple. Something sinister has claimed it. Seek shelter elsewhere."

Fallen Celestials. When the gods fell, their agents struggled with how to go on. Most served the Arch Seraphs, who claimed their fallen god's mantle. Others found a different path. Either by choice or through an Arch Daemon's corruption, these celestials embraced evil. Such fallen celestials are known as disavowed.

Avarice Seraphs. Many of the god Jezra's seraphs fell victim to Gorodyn's greed-filled words and joined the forces of the Arch Daemon of Avarice, becoming avarice seraphs. These beings still resemble the ideal of a glorious, winged angel. However, an avarice seraph's wings are black with silver-tipped feathers. Its eyes are also black, dripping with oily tears. The seraph has two faces on opposite sides of its head. One face smiles while the other frowns. The seraph rotates its head, displaying the face that suits its situation.

Gluttony Seraphs. Arch Daemon Sitri's temptations seduced seraphs who became gluttony seraphs, who now help further the Tempter's plans. Seeing their gods fall made these celestials recognize the futility of their previous ideals. Such seraphs have given in to their desires, particularly gastronomic ones, becoming giant froglike beings. Stunted wings sprout from a gluttony seraph's rotund form, allowing it awkward flight. A gluttony seraph has an enormous mouth, and the largest of them can swallow other creatures.

Salvage

An avarice seraph's metal-tipped feathers can be sold. Those of the lesser seraph are worth 250 gp, while those of the seraph are worth 1,000 gp.

Someone who has proficiency with alchemist's supplies can melt the metal on the feathers of an avarice seraph and use some feathers as fletching to make one arrow of celestial slaying for a lesser seraph, or four such arrows from the seraph. Making one arrow takes 7 days of work, reagents worth 1,000 gp, and a successful DC 17 Intelligence or Wisdom check.

The saliva of a gluttony seraph functions as antitoxin—three doses can be collected from a lesser seraph, while ten can be gathered from a seraph. Someone who has proficiency with alchemist's supplies or an herbalism kit can mix two doses of this saliva with reagents worth 50 gp and brew the mixture for 4 hours. The resulting elixir affects the imbiber as a *protection from poison* spell, curing a random poison in the drinker's system.

Lore

DC 10 Intelligence (History): The disavowed are seraphs fallen to evil. Each still retains a measure of its celestial power.

DC 15 Intelligence (Religion): From their celestial heritage, disavowed retain magic resistance and resistance to nonmagical attacks, as well as immunity to being charmed, exhausted, and frightened. Even in a fallen state, the seraph imparts magic and radiant damage to its attacks. Gluttony seraphs are also immune to poison.

DC 20 Intelligence (Arcana): Avarice seraphs can rouse the greed in any creature. Huge gluttony seraphs can swallow and digest people, although their lesser kin can't.

Avarice Seraph

Large celestial, neutral evil

Armor Class 17 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	14 (+2)	17 (+3)	20 (+5)

Saving Throws Con +10, Wis +8, Cha +10
Skills Deception +10, Insight +8, Perception +8
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Innate Spellcasting. The seraph's spellcasting ability is Charisma (spell save DC 18). The seraph can innately cast the following spells, using only verbal components:
At will: *detect evil and good*, *detect magic*, *invisibility* (self only), *light*, *minor illusion*, *thaumaturgy*
3/day each: *identify*, *suggestion*
1/day: *zone of truth*

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

Seraphic Weapons. The seraph's weapon attacks are magical. When the seraph hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Actions

Multiattack. The seraph makes three attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage, or 8 (1d6 + 5) slashing damage in Small or Medium form, and 18 (4d8) radiant damage.

Change Shape. The seraph magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. It's clothing and scimitars change size to match its new form. If the seraph dies, it reverts to its true form, and its equipment to its normal size.

Voice of Avarice. The seraph presents objects of desire, which can be illusions the seraph creates, to creatures of its choice. If those creatures are within 60 feet of the seraph, able to see it and the desirable objects, and able to hear the seraph, the creatures must make a DC 18 Wisdom saving throw or become charmed by the seraph until the seraph is incapacitated or fails to use a bonus action on its turn to continue to present and speak about the desirable objects.

While charmed in this way, a target can take no reactions and can use its action only to Dash. If the charmed target is more than 5 feet from the seraph, the target must move as far as it can toward the seraph, trying to come within 5 feet. The target avoids obvious danger, including opportunity attacks. If the target can't avoid such danger, the target can repeat the saving throw before entering the dangerous area. While an affected creature is within 5 feet of the seraph, the creature can't take reactions and spends its turns staring at the desirable objects.

The target also repeats the saving throw if the target is subjected to a harmful effect, if the target can't see or hear the seraph, and at the end of each of the target's turns. If a creature's saving throw is successful, the effect ends for it. A target that successfully saves is immune to the Voice of Avarice of this seraph or any lesser seraph for the next 24 hours.

Lesser Avarice Seraph

Medium celestial, neutral evil

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Con +6, Wis +5, Cha +6
Skills Deception +6, Insight +5, Perception +5
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Innate Spellcasting. The seraph's spellcasting ability is Charisma (spell save DC 14). The seraph can innately cast the following spells, using only verbal components:
At will: *detect evil and good*, *detect magic*, *light*, *minor illusion*, *thaumaturgy*
1/day each: *identify*, *suggestion*

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

Seraphic Weapons. The seraph's weapon attacks are magical. When the seraph hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Actions

Multiattack. The seraph makes three attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage and 9 (2d8) radiant damage.

Tempting Call. The seraph calls out a tempting promise to one creature that can hear it withing 30 feet. The creature must succeed on a DC 14 Charisma saving throw. On a failed save, the creature cannot take actions for 1 minute, as it dwells on the promise the seraph made. The target can repeat the saving throw at the end of each turn, ending the effect on a success. Each failed saving throw after the initial failure deals 9 (2d8) psychic damage to the target

Lesser Gluttony Seraph

Large celestial, chaotic evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Con +7, Wis +5, Cha +5
Skills Insight +5, Perception +5
Damage Immunities poison
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Innate Spellcasting. The seraph's spellcasting ability is Charisma (spell save DC 13). The seraph can innately cast the following spells, using only verbal components:
At will: *detect evil and good*, *detect magic*, *light*, *thaumaturgy*
1/day each: *create food and water*, *suggestion*

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

Seraphic Weapons. The seraph's weapon attacks are magical. When the seraph hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attacks).

Actions

Multiattack. The seraph makes three attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage and 4 (1d8) radiant damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the seraph can't bite another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) slashing damage and 4 (1d8) radiant damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage and 4 (1d8) radiant damage, and the target is grappled (escape DC 15) and pulled to within 5 feet of the seraph. Until the grapple ends, the target is restrained, and the seraph can't use its tongue or bite on another target.

Gluttony Seraph

Huge celestial, chaotic evil

Armor Class 15 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +8
Skills Insight +7, Perception +7
Damage Immunities poison
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Innate Spellcasting. The seraph's spellcasting ability is Charisma (spell save DC 16). The seraph can innately cast the following spells, using only verbal components:
At will: *detect evil and good*, *detect magic*, *light*, *thaumaturgy*
3/day: *suggestion*
1/day: *create food and water* (the food is tasty and the seraph can create wine instead of water)

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

Seraphic Weapons. The seraph's weapon attacks are magical. When the seraph hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attacks).

Actions

Multiattack. The seraph makes three attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 24 (3d12 + 5) piercing damage and 9 (2d8) radiant damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the seraph can't bite another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage and 9 (2d8) radiant damage.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one creature. *Hit:* 10 (2d4 + 5) bludgeoning damage and 9 (2d8) radiant damage, and the target is grappled (escape DC 18) and pulled to within 5 feet of the seraph. Until the grapple ends, the target is restrained, and the seraph can't use its tongue or bite on another target.

Swallow. The seraph makes one bite attack against a Medium or smaller creature it holds grappled. If the attack hits, the target takes the bite's damage, the grapple ends, and the target is swallowed. While swallowed, a creature is blinded and restrained, has total cover against anything originating outside the seraph, and takes 18 (4d8) acid damage and 9 (2d8) radiant damage at the start of each of the seraph's turns. The seraph can have only one creature swallowed at a time.

If the seraph takes 35 damage or more on a single turn from a creature inside it, the seraph must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the seraph. If the seraph dies, the swallowed creature is no longer restrained by it and can escape the corpse by using 10 feet of movement, exiting prone.

Disembodied

"It's one thing to be stuck somewhere.
It's another to be stuck in two places at once"

Ritual Disaster. The disembodied are survivors of a magic ritual that became a regional disaster. All people within and near the city of Ulmyr's Gate when the incident occurred vanished from the face of Etharis. Years later, some returned, though each had a form indistinct to others. The disembodied claim they spent the intervening time stuck between planes, a claim which seems to be true, given the odd abilities the disembodied now possess.

Lost and Returned. For the disembodied, their vanishing and subsequent reappearance happened in the blink of an eye. Disembodied who weren't members of the Great College attempted to pick their lives up where they left off, rebuilding the infrastructure of Ulmyr's Gate or leaving to work their trade elsewhere. Those disembodied from the school of magic spend their time looking for a way to reverse the damage caused by the magic that transformed them.

Living Ghosts. People react to the disembodied with fear. In appearance and ability to travel between the Material Plane and the Ethereal Plane, the disembodied seem to be ghosts. Others also wrongly worry that the disembodied state might be contagious. Many shun close contact even when they recognize the disembodied aren't incorporeal undead.

Those who returned struggle to regain some semblance of normalcy. Most disembodied have returned to their trades. Some, in their grief and rage, have turned to hunting spellcasters before they can do further harm.

Disembodied Arcanist. Disembodied arcanists were once the senior students and faculty of the Great College. Few took the magical calamity that changed them as a lesson in caution. Disembodied arcanists search for knowledge and artifacts to complete other rituals that might reverse or complete the ritual that transformed them

Disembodied Commoner

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Senses passive Perception 11
Languages any one national language
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Innate Spellcasting. The disembodied commoner's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *feather fall* (self only)
1/day: *blur*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Fade Away (Recharges after a Long Rest). The disembodied commoner enters the Ethereal Plane from the Material Plane. It can't affect or be affected by anything on the Material Plane. The effect lasts for 1 minute or until the commoner uses a bonus action to end it.

Salvage

The Great College was home to a large collection of magic items. The disembodied somehow recovered some of these objects. A disembodied commoner might carry one common or uncommon magic item. A disembodied arcanist can possess a few such items or one rare one.

Lore

DC 10 Intelligence (History): The disembodied were once the citizens of a city known as Ulmyr's Gate. It housed a school of magic called the Great College, but an arcane accident destroyed the metropolis and institution. Years later, citizens of Ulmyr's Gate and staff and students at the Great College began to reappear, transformed into the disembodied.

DC 13 Intelligence (Nature): Beasts and other creatures inside and around Ulmyr's Gate suffered the same fate as the humanoids that lived in the city. Although much rarer, some of these creatures have returned to the region and show innate magical abilities like those of the disembodied.

DC 13 Intelligence (Arcana): The disembodied can step into the Ethereal Plane. They can also call on magic related to their partially immaterial state.

Disembodied Arcanist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	13 (+1)	10 (+0)

Saving Throws Wis +4
Skills Arcana +6, Investigation +6, Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Innate Spellcasting. The disembodied arcanist's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *feather fall* (self only)
1/day: *blink*, *blur*

Spellcasting. The disembodied arcanist is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The arcanist has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*
1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *gust of wind*, *misty step*, *phantasmal force*
3rd level (3 slots): *lightning bolt*, *phantom steed*, *vampiric touch*
4th level (2 slots): *phantasmal killer*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Coded Speech. The disembodied arcanist speaks in such a way that creatures it chooses hear a hidden meaning, but all others hear only what the arcanist says. If a creature hears the arcanist speak and succeeds on a DC 14 Intelligence saving throw, the creature knows the arcanist's speech held a hidden message but not what that message was.

Fade Away (Recharges after a Long Rest). The disembodied arcanist enters the Ethereal Plane from the Material Plane. It can't affect or be affected by anything on the Material Plane. The effect lasts for 1 minute or until the arcanist uses a bonus action to end it.

Occultation. If the disembodied arcanist chooses, a creature forgets interacting directly with the arcanist, provided the interaction was for fewer than 10 minutes and the creature fails a DC 14 Wisdom saving throw.

GM Advice: Other NPCs or creatures may have disembodied traits. For example, a fighter or paladin, or even a monstrous creature, could be made into a disembodied version by giving them traits similar to the disembodied commoner. A foe's ability to use blink or blur—in addition to entering an ethereal state—can make for an interesting new challenge.

Doom Boar

"More vicious than a normal boar, the bite of the two-headed doom boar grants great unluck to those who survive it."

Ill-Tempered. The two-headed doom boars hate all life and vent their anger on any creature they can find. The mere sight of a creature drives them into a murderous rage as they try to tear their victim to shreds.

Unlucky Wounds. The tusks of a doom boar cause grievous wounds carrying a random malediction lasting from a minute to a day.

Bone Collectors. Doom boars find shelter in caves, under trees, or in hollows, but one sure sign of a doom boar's lair is the smell of rot and the carpet of bones that liter the area. Doom boars frequently take trophies from their victims that rot in their lair, leaving bones behind.

Salvage

The tusks of a doom boar can be harvested and made into a powder. The powder can be brewed into a tea with 75 gp of rare herbs that if drunk within an hour of its creation allows the victim of a curse another saving throw against a curse currently affecting them. The tea has no affect against a curse that does not allow a saving throw.

Additionally, eight doom boars' worth of powder can be alchemically crafted into an elixir known as *hogs' wash* (see Chapter 4) by a creature with proficiency in alchemist's supplies, spending 24 hours and 500 gp worth of rare herbs and succeeding a DC 15 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (History): Wounds from a doom boar can bestow a random curse upon the target.

DC 15 Intelligence (Nature): Doom boars fly into a reckless rage when they see other creatures.

DC 20 Intelligence (Arcana): A curse caused by a doom boar can be removed with a *remove curse* spell or by the creation of a special tea made from the boar's powdered tusks.

Doom Boar

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (–4)	9 (-1)	8 (–1)

Senses darkvision 60 ft., passive Perception 9
Languages –
Challenge 1 (100 XP) **Proficiency Bonus** +2

Charge. If the doom boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Reckless. At the start of its turn, the doom boar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Two-Headed. The doom boar has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The doom boar makes two tusk attacks.

Tusk. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage and the target must succeed on a DC 9 Charisma saving throw or suffer a random effect as though they were affected by a *bestow curse*. After 1 minute, the target can make another Wisdom saving throw. On a success, the curse ends on the target but if they fail it lasts for 1 day. A *remove curse* ends the effect.

Doomcaller

"Despair, the end is nigh!"

Apocalyptic Prophet. Wrapped in bandages and a cloak, the fiend plays at being a prophet predicting dark times ahead. With the presence of a doomcaller, its predictions are all too real.

Tongue of Tongues. When the doomcaller speaks, all understand, and it understands all that is said.

One of Many. When the doomcaller needs to reinforce its pronouncements of doom, it summons succubi or other fiends to spread fear and despair.

Salvage

When slain, the eyes of a doomcaller harden into gems worth 2000 gp each.

When a creature holding one of these gems makes an attack roll, ability check, or saving throw, they can consume it to improve their fortunes. After the roll has been made, but before the GM has announced the result of the roll, the player can expend one gem and reroll the roll. Once done, the player must use the new result, the gem shatters and becomes worthless.

Lore

DC 10 Intelligence (Religion): Doomcallers are powerful spellcasting fiends.

DC 15 Intelligence (History): A doomcaller can summon succubi or barbed devils.

DC 20 Intelligence (Arcana): Doomcallers are resistant to cold, fire, lightning, and nonmagical weapons. They are immune to acid and poison.

Doomcaller

Medium fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	17 (+3)	14 (+2)	12 (+1)	21 (+5)

Saving Throws Con +8, Int +7, Wis +6, Cha +10
Skills Arcana +7, Deception +10, Insight +6, Perception +6, Persuasion +10, Religion +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Magic Resistance. The doomcaller has advantage on saving throws against spells and other magical effects.

Spellcasting. The doomcaller is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *fire bolt*, *hunter sense*, *message*, *shocking grasp*, *true strike*
1st level (4 slots): *detect magic*, *magic missile*, *shield*
2nd level (3 slots): *detect thoughts*, *misty step*
3rd level (3 slots): *bestow curse*, *fireball*
4th level (3 slots): *banishment*, *consume mind*
5th level (3 slots): *magic mirror*, *scrying*
6th level (1 slot): *disintegrate*
7th level (1 slot): *arboreal curse*
8th level (1 slot): *mind blank**
9th level (1 slot): *gate*
*The doomcaller casts this spell on itself before combat.

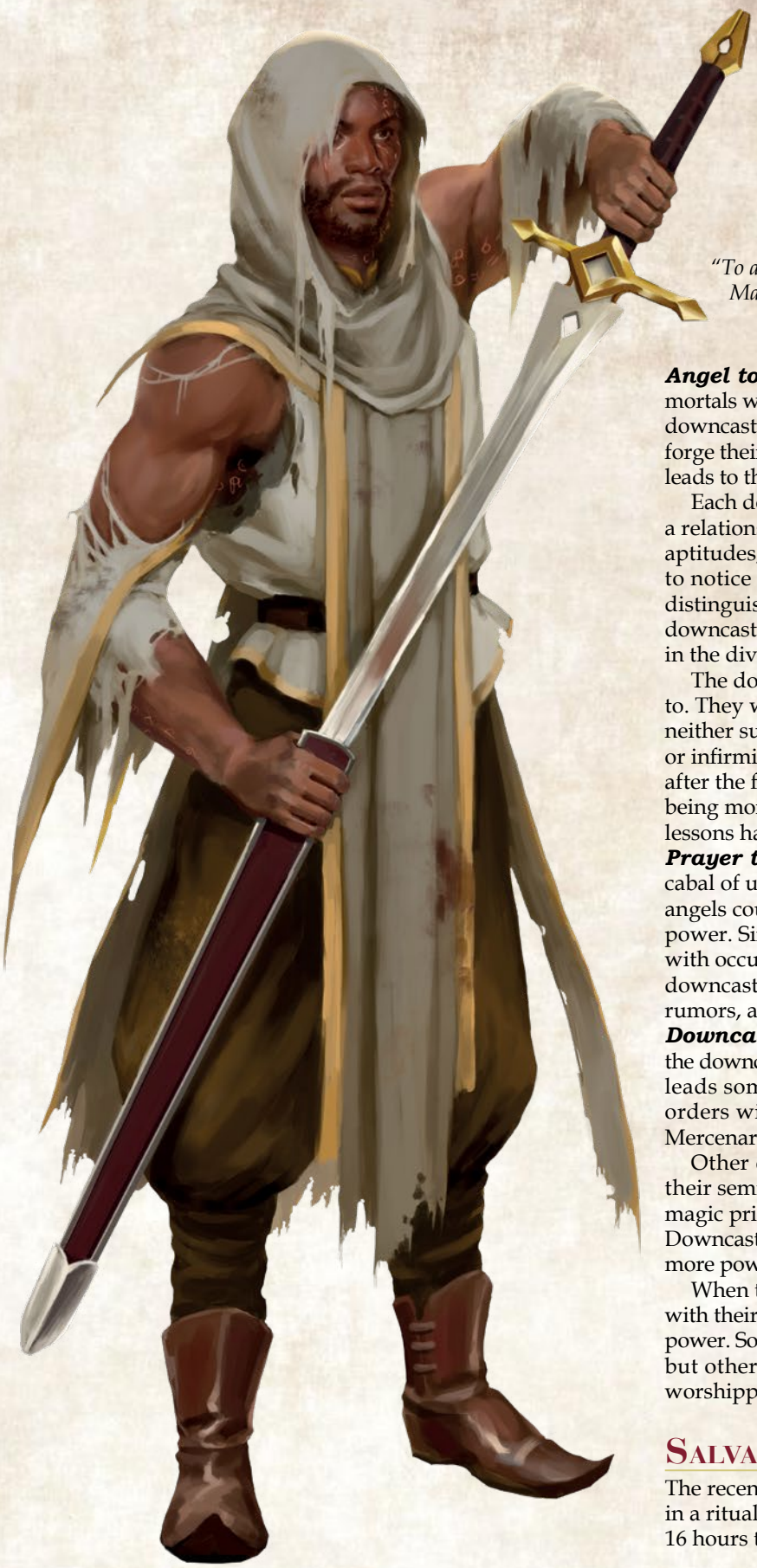
Actions

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage, and the target has disadvantage on their next attack roll. Additionally, all attacks against the target by allies of the doomcaller are made with advantage until the start of the doomcaller's next turn.

Summon Fiend (1/Day). The doomcaller chooses what to summon and attempts a magical summoning. A doomcaller has a 60 percent chance of summoning 1d6 succubi or 1d4 barbed devils. A summoned fiend appears in an unoccupied space within 60 feet of its summoner, does as it pleases, and can't summon other fiends. The summoned fiend remains for 1 minute, until it or its summoner dies, or until its summoner takes a bonus action to dismiss it.

Reactions

Ill Fortune (3/Day). When a creature the doomcaller can see makes an attack roll, a saving throw, or an ability check, the doomcaller can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.



Downcast

"To assume the downcast are good at heart is foolish. Many still cling to delusions of grandeur and do anything to maintain them."

Angel to Mortal. Once angels, downcast were made mortals with the death of the gods. In the time since, the downcast have had to adapt to their new identities and forge their own path through Etharis. That path often leads to the service of the Arch Seraphs or Arch Daemons.

Each downcast was once an angel in service to a god, a relationship that influences a downcast's appearance, aptitudes, and interests. Other people of Etharis fail to notice the behavioral and physical details that distinguish service to one god from another, but the downcast easily recognize one another's historical role in the divine hierarchy.

The downcast suffered a loss few others can relate to. They were immortal celestial beings who required neither sustenance nor sleep. They had no fear of disease or infirmity. Many downcast died during the early days after the fall because they didn't or couldn't adapt to being mortal. Those who survived still bear the scars of lessons hard learned.

Prayer to Prey. After the downcast became mortal, a cabal of unscrupulous spellcasters discovered the former angels could be used in sacrificial rituals to obtain great power. Since then, this knowledge has spread to those with occult interests and few moral reservations. Most downcast believe stories related to these rituals are only rumors, a belief that has cost more than one their life.

Downcast Lives. Created to serve the will of the gods, the downcast are used to following orders. This inclination leads some to pursue vocations in which completing orders without questioning their purpose is a virtue. Mercenary companies are a good place to start.

Other downcast seek to unlock the power within their semidivine form. Most downcast were capable of magic prior to their fall, but fewer pursue mortal magic. Downcast sangromancers master magic that can become more powerful with the spilling of its practitioner's blood.

When the gods were destroyed, some downcast dealt with their new state by turning to other forms of spiritual power. Some turned to Arch Daemons or Aether Kindred, but other downcast founded cults dedicated to worshipping them.

Salvage

The recently deceased body of a downcast can be used in a ritual to unlock magical power. This ritual takes 16 hours to complete and requires candles, chalk,

Downcast Mercenary

Medium humanoid, any alignment

Armor Class 17 (half plate)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Wis +4
Skills Athletics +6, Perception +4, Religion +4
Damage Resistances necrotic
Senses passive Perception 14
Languages Celestial and two other languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Action Surge (Recharges after a Short or Long Rest). The downcast mercenary takes one extra action.

Indomitable (2/Day). If the downcast mercenary fails a saving throw, it can reroll the saving throw and use the new roll.

Thaumaturge. The downcast mercenary can cast *thaumaturgy* at will.

Actions

Multiattack. The downcast mercenary makes three attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Downcast Apostate

Medium humanoid (downcast), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +8
Skills Deception +8, Intimidation +8, Perception +5, Persuasion +8, Religion +5, Stealth +6
Damage Resistances necrotic
Senses truesight 30 ft., darkvision 120 ft., passive Perception 15
Languages Celestial and two other languages
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Apostate's Weapons. The downcast apostate's weapon attacks are magical.

Innate Spellcasting. The downcast apostate's spellcasting ability is Charisma. The apostate can innately cast the following spells, requiring no material components:
At will: *alter self, detect magic, invisibility, jump, mage armor, thaumaturgy*

Spellcasting. The downcast apostate is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:
Cantrips (at will): *chill touch, light, mage hand, minor illusion, sacred flame*
1st-5th level (4 5th-level slots): *counterspell, cure wounds, dimension door, dispel magic, flame strike, fly, greater restoration, guiding bolt, insect plague, lesser restoration, suggestion, tongues, vampiric touch, wall of fire*
1/day each: *glibness, mass suggestion, plane shift, power word kill*

Actions

Morningstar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) bludgeoning damage and 18 (4d8) necrotic or radiant damage (downcast apostate's choice).

incense, silver, and other reagents worth 2,000 gp. Upon completion of this ritual, the downcast's body disintegrates, and the ritualist can choose one benefit.

Life Force: The ritualist's maximum hit points increase by 2 per level (or Hit Die) the ritualist has. Each time the ritualist gains a level (or Hit Die), the ritualist's hit point maximum increases by 2. Also, the ritualist's natural lifespan increases by 250 years.

Magic Power: The ritualist learns the *thaumaturgy* cantrip and gains additional benefits based on the type of downcast sacrificed, as follows.

Aurelian: The ritualist's Charisma score increases by 1, to a maximum of 20. Once per day, the ritualist can cast *cure wounds* as a 1st level spell.

Galiant: The ritualist's Constitution score increases by 1, to a maximum of 20. Once per day, the ritualist can cast *shield of faith* as a 1st level spell.

Maliganti: The ritualist's Strength score increases by 1, to a maximum of 20. Once per day, the ritualist can cast *branding smite* as a 1st level spell.

Ulmyrite: The ritualist's Intelligence score increases by 1, to a maximum of 20. Once per day, the ritualist can cast *detect magic*.

Resurrection: Upon finishing the ritual, the ritualist can cast *resurrection* without expending a spell slot or providing any other components.

Lore

DC 10 Intelligence (History): The downcast were once immortal celestial servants to the gods. Each has inclinations and aptitudes based on the god they once served.

DC 13 Intelligence (Religion): As a result of their divine nature, fallen though it might be, downcast have resistance to necrotic damage and limited access to innate magic.

DC 15 Intelligence (Arcana): The physical form of a downcast contains significant power from before their fallen state. A ritual requiring the sacrifice or corpse of a downcast can draw out this power.

Downcast Sangromancer

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Con +7, Wis +6, Cha +6
Skills Arcana +5, Investigation +5, Perception +6, Religion +5
Damage Resistances necrotic
Senses passive Perception 16
Languages Celestial and two other languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Blood Wings. As a bonus action, the downcast sangromancer can manifest wings. These wings grant the sangromancer a fly speed of 30 feet. They remain until the sangromancer is incapacitated or dies, or the sangromancer dismisses them with a bonus action.

Quick Cantrip. The downcast sangromancer can use a bonus action to cast a cantrip.

Spellcasting. The downcast sangromancer is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The sangromancer knows the following sorcerer spells:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *sacred flame*, *shocking grasp*
1st level (4 slots): *blood rush*, *guiding bolt*, *mage armor*
2nd level (3 slots): *detect thoughts*, *enhance ability*, *theft of vitae*
3rd level (3 slots): *counterspell*, *reanimate*, *vampiric touch*
4th level (3 slots): *blight*, *circle of scarlet*
5th level (2 slots): *mortality*
6th level (1 slot): *sunbeam*
7th level (1 slot): *finger of death*

Thaumaturge. The downcast sangromancer can cast *thaumaturgy* at will.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Drab Sludge

"Their stench fills your nostrils and cloys in the mouth. I wish that were the worst thing about these disgusting sludges."

Smelly Sliders. It's difficult to describe the repulsive stench that emanates from a drab sludge. It's like something between a day's old corpse and a rancid latrine, and somehow worse. And the way this deep brownish-green muck sloshes upon surfaces, making a roiling and splashing sound akin to that produced by propelled vomit, only adds to its disgusting nature. These sludges seem more liquid than other oozes, but they can slosh on walls and ceilings in inexplicable ways, adding to their strange and revolting nature.

Unrelenting Splitters. As if its rancid being weren't horrid enough, these oozes split into smaller oozes. When they do, their stench changes, as if sacks of fouler-smelling stuff are torn open in the process.

Ooze Nature. A drab sludge doesn't require sleep.

Salvage

The smell of a drab sludge is so powerful it can revive the unconscious. Using the remains of a drab sludge, someone who has proficiency with alchemist's supplies can make a *resuscitation bomb* (see chapter 4). Doing so requires materials worth 50 gp, 4 hours of work, and a successful DC 13 Wisdom (Medicine) check.

Lore

DC 10 Intelligence (Nature): These sludges emit a terrible smell that sickens those who venture near.

DC 15 Intelligence (Arcana): Damage eventually causes a drab sludge to split, which unleashes an altered stench, forcing those around it to contend with smaller but nearly as potent oozes.

Drab Sludge

Huge ooze, unaligned

Armor Class 7
Hit Points 105 (10d12 + 40)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (−3)	18 (+4)	1 (−5)	6 (−2)	1 (−5)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The sludge can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The sludge can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench. Any creature that isn't immune to being poisoned and starts its turn within 20 feet of the sludge must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all stinking sludges for 1 hour or until it splits, whichever happens first.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) acid damage.

Reactions

Split. When a sludge that is Medium or larger drops to half its hit points but has at least 10 hit points, it splits into two new sludges. Each new sludge has hit points equal to half the original sludge's, rounded down. New sludges are one size smaller than the original sludge.

Drakes

"Descendants of the great dragons of the mythic past still roam Etharis. They have little of the majesty of their ancestors, but they're still frightening."

Lesser Dragonkind. The dragons most common on Etharis are bestial creatures the size of wolves or horses.

Blight Drake. Blight drakes are stunted dragons, twisted by diseases, to which they are very susceptible. Their wings are small and useless, sometimes rotten or absent. Blight drake saliva is poisonous to most creatures.

Sea Drake. A sea drake keeps to waterways, tormenting sailors and fisherfolk who enter their hunting grounds. These drakes can pluck an unwary mariner off a vessel in the blink of an eye.

Sky Drake. Agile fliers, the sky drakes of Etharis live in the mountains and other desolate areas. A sky drake defends its lair ferociously, but it's willing to negotiate with those who have proven themselves stronger. Sky drakes even serve as mounts in return for promises to leave their homes alone.

Prismatic Drake. Said to be children of Gormadraug, the Prismatic Dragon, prismatic drakes frequent the North. Legends say they want to bring about the return of their ancestor. Sorcerers who foolishly try to tap into Gormadraug's power can be transformed into prismatic drakes. Visions force them to perform tasks that might lead to waking the sleeping dragon.

Salvage

Dragons are rare on Etharis, so materials from their corpses fetch a good price. A dragon's corpse can be sold for at least 100 gp times the Challenge of the monster.

Someone who has proficiency with alchemist's supplies can reduce the brain of a prismatic drake into an oil that can be used to fashion one *arrow of dragon slaying*. Brewing the oil takes 5 days of work, reagents worth 2,000 gp, and a successful DC 17 Intelligence or Wisdom check. Making the arrow is a trivial task, but treating it properly with the oil takes 5 more days of work.

Lore

DC 15 Intelligence (Nature): Sea drakes are cunning grapplers resistant to cold, sky drakes are adept fliers and have a bite charged with lightning, and blight drakes collect diseases that don't kill them but make for a toxic bite.

DC 20 Intelligence (Arcana): Prismatic drakes are the rarest drakes, rumored to be sorcerers transformed into dragons after they foolishly connected their minds to Gormadraug, the slumbering Prismatic Dragon. These drakes can cast spells.

Blight Drake

Medium dragon, neutral evil

Armor Class 13 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	5 (–3)	12 (+1)	5 (–3)

Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Hearing. The blight drake has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage and be poisoned until the end of the blight drake's next turn.

Sea Drake

Medium dragon, neutral evil

Armor Class 14 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	8 (–1)

Skills Perception +4, Stealth +5
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The sea drake can breathe air and water.

Actions

Multiattack. The sea drake makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is pulled within 5 feet of the sea drake and grappled (escape DC 13). Until this grapple ends, the drake can't use its tail on another target.

Sky Drake

Large dragon, neutral evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	8 (–1)	14 (+2)	11 (+0)

Skills Athletics +6, Perception +4, Survival +4
Senses darkvision 120 ft., passive Perception 14
Languages Draconic and one other language
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Flyby. The sky drake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The sky drake has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The sky drake makes one bite attack and one attack with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and 5 (2d4) lightning damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Prismatic Drake

Large dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	13 (+1)	14 (+2)	15 (+2)

Skills Arcana +4, Deception +5, Intimidation +5, Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Draconic and one other language
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The prismatic drake has advantage on saving throws against spells and other magical effects.

Quicken Spell (4/Day). The prismatic drake can cast a spell that has a casting time of 1 action as a bonus action.

Spellcasting. The prismatic drake is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The prismatic drake knows the following sorcerer spells:

Cantrips (at will): *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*
1st level (4 slots): *chromatic orb*, *color spray*, *shield*
2nd level (3 slots): *blur*, *detect thoughts*, *gust of wind*
3rd level (3 slots): *counterspell*, *hypnotic pattern*
4th level (2 slots): *confusion*

Actions

Multiattack. The prismatic drake makes one bite attack and one attack with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Dream Spirits

"A dream can be a beautiful thing, until you can't escape it."

Dream Born. Dream spirits are manifestations of memories released when a sentient creature dies thinking of a specific moment in their life. Powerful arcane magic can also pull these spirits from a creature. Living dreams are positive or emotionally neutral memories. Conversely, a living nightmare is malevolent, so it harms those around it. Wicked mages or other hateful, potent beings transform living dreams into living nightmares through rituals.

Psychic Feeding. Living dreams are warm, blue motes of swirling light that attract the curious and naïve. They charm creatures into a stupor, feeding off the creatures' psychic energy as the charmed beings experience parts of the dream.

Living nightmares are hot, red motes that act aggressively. They create fear to maximize their brutal psychic assaults. These attacks and powers give the victims glimpses of nightmares as the evil dream spirit feeds on their fear.

Gathering Chaos. When several dream spirits come together in an area, they fuse into jumbled memories and terrifying projections. This enormous amalgam, called a katoche, is a roiling cloud of coruscating colors, flickering with psychic lightning. The confusion of their unnatural joining drives the melded spirits to destructive ends.

Undead Nature. A dream spirit doesn't require air, food, drink, or sleep.

Salvage

Dream spirits can be valuable, capturing important information about a person or a moment from the past. Details contained within a dream spirit might provide knowledge, like the location of an important artifact or the combination to a locked vault. Those who succumb to a dream spirit's spells or attacks see snippets of such information. When the dream spirit is destroyed, each creature within 60 feet of it can attempt a DC 15 Wisdom (Insight) check to learn details of the dream or nightmare's contents.

When a katoche separates, it leaves behind dream-infused ectoplasm. Someone who has proficiency with alchemist's supplies can use this goo and other materials worth 100 gp to make *oil of etherealness*. The process requires 2 days of work and a successful DC 15 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (History): Dream spirits are psychic fragments given form by circumstances or magic. They are incorporeal and, therefore, hard to capture or destroy.

DC 15 Intelligence (Arcana): Living dreams use charm illusion to pacify other beings, while nightmares rely on fear.

DC 20 Intelligence (Arcana): Dream spirits can fuse and become a confused swirl called katoches. They overwhelm the senses with confusing visions and break into separate dream spirits when diminished in power.

Living Dream

Medium undead, neutral

Armor Class 12
Hit Points 36 (8d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	16 (+3)

Damage Immunities poison
Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages understands all languages but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Incorporeal Movement. The living dream can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Nimble Escape. The living dream can use a bonus action to take the Disengage or Hide action.

Innate Spellcasting. The living dream's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:
At will: *minor illusion*, *silent image*
3/day each: *charm person*, *major image*, *phantasmal force*
1/day: *hypnotic pattern*

Actions

Dream Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 12 (2d8 + 3) psychic damage, and the target has disadvantage on the next attack roll or ability check it makes before the end of its next turn.

Katoche

Huge undead, chaotic neutral

Armor Class 14
Hit Points 127 (15d12 + 30)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Wis +5
Damage Immunities poison
Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages understands all languages but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Incorporeal Movement. The katoche can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The katoche makes three bewildering strikes.

Bewildering Strike. *Melee or Ranged Spell Attack*: +7 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 17 (3d8 + 4) psychic damage, and the target is affected as if by a *confusion* spell during its next turn.

Reactions

Separate. When a katoche falls to 60 or fewer hit points, it splits into one living dream and one living nightmare. Each new creature has hit points equal to half the katoche's, rounded down.

Living Nightmare

Medium undead, neutral evil

Armor Class 13
Hit Points 55 (10d8 + 10)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Damage Immunities poison
Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages understands all languages but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Incorporeal Movement. The living nightmare can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Nimble Escape. The living nightmare can use a bonus action to take the Disengage or Hide action.

Innate Spellcasting. The living nightmare's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:
At will: *minor illusion*, *silent image*
3/day each: *major image*, *phantasmal force*
1/day each: *confusion*, *phantasmal killer*

Actions

Multiattack. The living nightmare makes two nightmare strikes.

Nightmare Strike. *Melee or Ranged Spell Attack*: +5 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 12 (2d8 + 3) psychic damage, and the target is frightened of the living nightmare until the end of the living nightmare's next turn.

Dreamers

"Dreams are a simple reflection of our deepest yearnings. I make them reality."

Strangers in a Strange Land. An ancient species that survived a cataclysm by entering sleep stasis, dreamers are still finding their footing in Etharis. They can recall little of their civilization prior to entering stasis, but the experience had a profound impact on them, granting them the ability to sense and enter the dreams of others. This ability has allowed dreamers to learn about the other people of their world, but their psychic intrusions have done little to endear dreamers to others.

The same stasis that allowed dreamers to survive a major calamity also caused them to forget most of their cultural history. Without a shared past, they split on whether to look forward or back. Some believe they should attempt to uncover the ruins of their civilization and resurrect its culture. Others see an opportunity to invent a new place in Etharis.

Dream Lives. Some dreamers can make a living in exchange for information discovered in dreams. Such dreamers enter dreams to obtain details about a person's waking life they can later use as blackmail or sell to an interested third party.

Other dreamers have unlocked magical powers related to sleep and dreaming. Other people find dreamer power to enter dreams disconcerting. Some dreamers, such as somnolists, market this ability to fulfill customer fantasies. Their power over sleep can make them more dangerous than one might think a dream performer could be.

Dreamer Snoop

Medium humanoid (dreamer), any alignment

Armor Class 12 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	15 (+2)	11 (+0)	13 (+1)

Skills Deception +3, Investigation +4, Perception +2, Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages Dreamspeak, Dwarven, and one other language
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Dreamwalking. While asleep, the dreamer snoop can reach out and touch the dreams of others within 1 mile. After finishing a long rest during which the snoop slept, the snoop gains one skill or tool proficiency until the snoop finishes another long rest.

Dreamwalking Snoop. The dreamer snoop chooses a creature the dreamer has seen that is within range of Dreamwalking. While using Dreamwalking this way, the snoop can use *detect thoughts* once on the target to acquire information as if talking to the target. This use of Dreamwalking provides only this benefit.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

GM Advice: Dreamers make excellent mystical advisors for foes looking for an edge in the realms of information and dreams. Dreamers might not even realize what their leader is really doing, as their focus is firmly in other realms of reality.

Salvage

Dreamer eyelashes can be used to create a soothing tea that brings about deep sleep. The eyelashes of a dreamer can be had for 4 gp. Someone who has proficiency with an herbalism kit can add herbs worth another 1 gp and boil the mixture for 10 minutes. If the herbalist succeeds on a DC 10 Intelligence or Wisdom check, and if consumed within an hour of preparation, the tea induces restful sleep. The drinker must succeed on a DC 12 Constitution saving throw, which they can fail willingly, or sleep for 8 hours, until they take damage, or until another creature uses an action to awaken them. If the drinker sleeps for 8 hours and thereby finishes a long rest, the drinker can eliminate an extra level of exhaustion and gains 2 (1d4) temporary hit points until they finish another long rest. Making this tea requires eyelashes from both a dreamer's eyes. It takes one month for the lashes to grow back to sufficient length to use again.

Dreamer Somnolist

Medium humanoid (dreamer), any alignment

Armor Class 13 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	13 (+1)	15 (+2)	16 (+3)

Skills Insight +4, Perception +4, Performance +5
Senses darkvision 60 ft., passive Perception 14
Languages Dreamspeak, Dwarven, and two other languages
Challenge 1 (200 XP) **Proficiency Bonus** +2

Dreamwalking. While asleep, the dreamer somnolist can reach out and touch the dreams of others within 1 mile. After finishing a long rest during which the somnolist slept, the somnolist gains one skill or tool proficiency until the somnolist finishes another long rest.

Dreamwalking Shaping. The dreamer somnolist chooses a willing creature that is within range of Dreamwalking. While using Dreamwalking this way, the somnolist can enter that creature's dreams and help shape them according to the creature's desires. The somnolist can cast spells within the dream, but the creature knows the general effect and must willingly fail any saving throw. The target awakens inspired, gaining 1d8 it can roll to add to one ability check or saving throw it makes within 8 hours. This use of Dreamwalking provides only these benefits.

Spellcasting. The dreamer somnolist is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It knows the following bard spells:

Cantrips (at will): *message*, *minor illusion*, *vicious mockery*
1st level (4 slots): *charm person*, *disguise self*, *sleep*
2nd level (3 slots): *calm emotions*, *detect thoughts*, *phantasmal force*
3rd level (2 slots): *hypnotic pattern*, *major image*

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Lore

DC 10 Intelligence (History): Dreamers are an ancient people who survived into the current time by entering a stasis when their civilization was in jeopardy. A side effect of this stasis was collectively forgetting their history and culture.

DC 10 Intelligence (Nature): Dreamers are capable of sensing and entering the dreams of others nearby.

DC 15 Intelligence (Arcana): A tea that enhances sleep can be made from the eyelashes of a dreamer and dried herbs. The sleep induced by the tea is said to be more refreshing than natural rest.

Eagal Sithe

"Flitting in the shadows, just out of most people's perception, these fey excel at sowing strife and ruining lives."

Creepy Lurkers. Eagal sithe are rarely seen in their true form. They scutter about like roaches, spying from crevices and shadows in search of their next victim. Patient and obsessive creatures, they savor such selection, like a gourmand of corruptible emotion. They learn routines, note traumas and petty frustrations, and then dig in. Once they do, they're hard to shake loose.

Roachlike Fey. Eagal sithe sport a rusty brown carapace that protects their wings, and their body is propelled by two pairs of spindly, insectoid appendages, driving it with incredible speed and creepy grace. Its flat upper body is a disgusting humanoid—squashed, sickly pale, and distorted—with a tiny, sneering mouth and large, dead-black eyes framed with constantly searching antennas.

Subtle Manipulators. Once their prey is chosen, an eagal sithe latches on with an insidious emotional bond, allowing them to manipulate their victim. They feed off negativity in a heady mix of psychic nourishment and emotional addiction. As the fey feeds, its power grows, and it bloats like a swelling parasite.

Mental Scavengers. This psychic feeding is debilitating and eventually fatal to the prey. But such a death releases a surge of emotional energy, elevating the eagal sithe to greater heights of power for a fleeting time. And once this surge dissipates, the fey moves on, searching for a new victim and starting the horrid process anew.

Salvage

A dried and ground eagal sithe is a potent reagent for many potions, elixirs, poisons, and magic items that can charm, frighten, or affect the mind. When combined with such items' standard components, the DC of any effects requiring either a Charisma or Wisdom saving throw increases by 1. An eagal sithe is typically worth 50 gp to a person knowing its worth.

Lore

DC 10 Intelligence (Nature or Arcana): These malevolent fey create a bond that allows them to manipulate others' emotions. The more it feeds off its prey's negative emotions, the more powerful the fey becomes.

DC 15 Intelligence (Arcana): A dead eagal sithe is worth a fair amount of gold to an alchemist or crafter of magic, but only if the corpse is less than a week old.

Eagal Sithe

Tiny fey, chaotic evil

Armor Class 15
Hit Points 110 (20d4 + 60)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	20 (+5)	17 (+3)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Cha +6
Skills Deception +6, Insight +5, Perception +5, Persuasion +6, Stealth +8
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages One national language, Sylvan, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Emotional Manipulation. As a bonus action, the eagal sithe targets one charmed creature within 60 feet. The target must succeed on a DC 14 Wisdom saving throw or use its reaction to make a weapon attack or spell attack with a cantrip against a target of the eagal sithe's choice.

Innate Spellcasting. The eagal sithe's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:
At will: *vicious mockery* (17th level, can be telepathic)
3/day each: *detect thoughts*, *disguise self*
1/day: *invisibility* (self only)

Psychic Feed. The eagal sithe regains hit points equal to the psychic damage a target takes from its attacks and powers, gaining excess as temporary hit points.

Shadow Stealth. While in dim light or darkness, the eagal sithe can take the Hide action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage plus 7 (3d4) psychic damage, and a humanoid target must succeed on a DC 14 Wisdom saving throw or be charmed by the eagal sithe for 24 hours. The charmed target regards the eagal sithe as a trusted friend to be heeded and protected, taking the eagal sithe's requests or actions in the most favorable way.

If the eagal sithe or its allies harm the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until the eagal sithe dies, is on a different plane than the target, or takes a bonus action to end the effect.

Emotional Torment. One charmed creature within 60 feet of the eagal sithe must make a DC 14 Charisma saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. A target that fails the saving throw feels despair and has disadvantage on ability checks and attack rolls until the end of the eagal sithe's next turn.

Eater of Orbs

"With a fiendish grin, the urchin pops the merchant's eye into his mouth, and then transforms into the dead man."

Servants to Warlocks. Some warlocks ritualistically infuse their followers with demonic humors to give the underlings fiendish power. Those who survive become operatives with extraordinary abilities. Some of the most powerful of these subjects become eaters of orbs.

Working backward from the conclusion that the eyes are windows to the soul, eaters of orbs are trained to extract the essence of a being through the consumption of their eyes. With this abominable exchange, an eater of orbs trained in stealth, impersonation, and assassination can become a top-notch agent and spy.

Fiendish Infiltrators. An eater of orbs is unlikely to engage in direct violence unless they have their victim in a position to kill them outright and take their identity. After taking an identity, the eater impersonates the victim as long as needed, taking advantage of opportunities the charade grants. The eater avoids confrontation while disguised, sending allies or minions to deal with threats. When cornered, however, an eater of orbs doesn't hesitate to fight.

GMs Advice: Any humanoid creature that might serve a warlock can be turned into an eater of orbs by giving them the ability to extract eyes and then change shape after eating them. An eaten eye would heal 5 hit points per CR.

Salvage

A spellcaster that has at least one 3rd-level spell slot can fashion the scalp of an eater of orbs that has eaten an eye within the last 24 hours into a hat of disguise. This process takes 8 hours, materials worth 100 gp, and a successful DC 15 Intelligence (Arcana) check.

Lore

DC 15 Intelligence (Arcana): An eater of orbs is a humanoid made fiendish by an eye-consuming ritual. This creature can't be charmed. If it eats a person's eye, the eater of orbs can change into that person's shape.

Eater of Orbs

Medium humanoid (demon, shapechanger), any evil alignment

Armor Class 15 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Skills Insight +4, Deception +7, Perception +4, Performance +7, Intimidation +7, Stealth +6
Condition Immunities charmed
Senses darkvision 120 ft. passive Perception 14
Languages Any three languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Cunning Action. The eater can use a bonus action to take the Dash, Disengage, or Hide action.

Fiendish Palaver. If the eater has consumed a humanoid's eye, the eater can apply its proficiency bonus to any Charisma check to impersonate that person. If the proficiency bonus already applies, apply it again, up to doubling the bonus.

Fiendish Precision. When the eater doesn't have disadvantage on a melee weapon attack roll and hits the target, the eater deals 3 extra dice of the weapon's damage (included in actions).

Fiendish Sight. Magical darkness doesn't impede the eater's darkvision.

Shapechanger. The eater can use its action to polymorph into a humanoid whose eye the eater last ate or back into the eater's true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The eater reverts to its true form if it dies.

Spellcasting. The eater of orbs is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). The eater of orbs knows the following bard spells or spells that are bard spells for it:

Cantrips (at will): *mage hand, prestidigitation, vicious mockery*
1st level (4 slots): *charm person, disguise self, hideous laughter*
2nd level (3 slots): *calm emotions, detect thoughts, knock, suggestion*
3rd level (3 slots): *fear, nondetection, tongues*
4th level (2 slots): *confusion*

Actions

Multiattack. The eater makes two rapier attacks.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage, and if the eater doesn't have disadvantage on the attack roll, the attack deals an aditional 13 (3d8) piercing damage. If the eater scores a critical hit, the eater can extract one of the target's eyes.

Eat Eye. The eater consumes an eye that was extracted from a living humanoid no more than 1 minute before, regaining 25 hit points. The eater can then polymorph into that person, per Shapechanger, as part of this action.

Reactions

Uncanny Dodge. When an attacker the eater can see hits the eater with an attack, the eater can use its reaction to halve the attack's damage to the eater.

Ebon Knight

"They looked like clouds of dark smoke rolling across the ground toward us. But those hoofbeats and ebony lances were real as death."

Evil Martyrs. Paladins who bow to unholy powers serve with fanaticism in life. Those who lay down their lives for their wicked masters return to serve in death as ebon knights. They move wreathed in sulfurous smoke that makes them appear, from a distance, as ghostly or fiendish beings.

Death Steeds. The bond an ebon knight has to its steed carries over into death. These steeds emanate smoke like that of their masters. The two fight in unholy synchronicity fostered by their simultaneous demise.

Salvage

The plate armor of an ebon knight roils with the energy of undying evil. Someone who has proficiency with smith's tools can melt the armor of three ebon knights to make plate *armor of invulnerability* that also grants resistance to necrotic damage. However, this wicked armor requires an attuned wearer to sacrifice life force to it. After the wearer finishes a long rest, or the first time they put the armor on after having not worn it while finishing one or more long rests, they must either give up one-quarter of their remaining Hit Dice to the armor (rounded up) or gain 1 level of exhaustion. Someone who has proficiency with smith's tools takes 30 days to make this armor, which requires other materials worth 10,000 gp to craft. The intended first wearer must give blood each day, losing Hit Dice or taking exhaustion as if wearing the armor. The process fails, consuming half the materials, if the wearer doesn't feed the armor as it's made. If this being then fails to wear and feed the armor daily for 30 days after it's complete, it disintegrates into ash and smoke.

Lore

DC 10 Intelligence (History): Ebon knights seek goodness to snuff out. These beings were evil paladins who sacrificed their lives to their unholy masters. Each has an unnatural bond with an undead steed.

DC 15 Intelligence (Religion): The ebon knight and steed are much stronger together. They are all but immune to being turned when in proximity to one another.

Ebon Knight

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5
Skills Perception +5
Damage Immunities poison
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages the languages it knew in life, telepathy 1 mile (with its steed only)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Smoke. Sulfurous black fumes fill an ebon knight's space. A creature more than 5 ft. from the knight has disadvantage on attack rolls against it.

Charge. If the ebon knight moves at least 20 feet straight toward a target and then hits with a lance attack on the same turn, the target takes an extra 13 (2d12) piercing damage.

Lance Master. With a lance, the ebon knight doesn't have disadvantage on the attack roll if the target is within 5 feet of the knight.

Mounted Tactics. The ebon knight and its steed act on the same initiative, and the steed takes its turn after the knight and has no restrictions on its actions. The knight can force an attack that targets the steed to target the knight instead. If the knight's steed is destroyed, the knight is dismounted but lands on its feet in a space of its choice within 5 feet of where the mount disappeared.

Turning Bond. If within 30 feet of its ebon knight steed, the ebon knight can't be turned unless the same effect also turns the steed.

Actions

Multiattack. The ebon knight makes two lance attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage and 13 (3d8) necrotic damage. If the ebon knight is mounted and the target is a creature, the target must succeed on a DC 15 Strength saving throw or fall prone.

Summon Steed (Recharges after a Short or Long Rest). An ebon knight steed bound to the ebon knight appears in an unoccupied space the ebon knight can see within 30 feet of it. When summoned, this steed is restored to its hit point maximum. The ebon knight can dismiss the steed as an action, causing it to disappear. If the knight enters an encounter riding the steed, this action requires recharge.

GM Advice: To up the challenge for a powerful party, make it impossible for the ebon knight to drop to 0 hit points if its steed is still alive, and vice versa. Force the characters to find a way to kill both knight and steed on the same attack

Ebon Knight Steed

Large undead, neutral evil

Armor Class 16 (chain mail)
Hit Points 85 (10d10 + 30)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (–2)	13 (+1)	7 (–2)

Saving Throws Wis +4
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages understands one language the ebon knight speaks but can't speak, telepathy 1 mile (with its ebon knight only)
Challenge 3 (700 XP) **Proficiency Bonus** +3

Aura of Smoke. Sulfurous black fumes fill an ebon knight steed's space. A creature more than 5 feet from the steed has disadvantage on attack rolls against it.

Dissipate. When the ebon knight steed drops to 0 hit points, it disappears, leaving no corpse.

Trample. If a creature is prone, the steed can use a bonus action to make a hooves attack against it.

Turning Bond. If within 30 feet of its ebon knight master, the ebon knight steed can't be turned unless the same effect also turns the ebon knight .

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and 9 (2d8) necrotic damage.

GM Advice: Want to tease your player's a bit? When they defeat an ebon knight, have the steed remain alive. A player may want their character to bond with this powerful steed. But then what happens when the soul of the ebon knight living within the steed decides to make its presence known?

Eldritch Priests

"First she spoke of a power greater than the gods. Then there was this ringing in my ears. I don't remember what happened after that, but the nightmares were terrible."

Chaos Dwellers. Certain entities are so ancient that some theorize they sprang from the primordial chaos that predates creation. The mere sight of these otherworldly abominations drives most beyond reason, yet some seek them out. These beings, called Aether Kindred, take little notice of mortals. Many of them exist in torpor, dreaming mystical, gruesome dreams in the emptiness between stars. Occasionally, however, mortals touch those dreams and garner a portion of the Kindred's attention. Among these people are eldritch priests.

New Gods. After the demise of the Etharis pantheon, divine magic waned across the world. Desperate souls turned to worshipping the gods' killers in the hopes of currying favor. These priests are few. One of their primary goals is to disseminate the "truth" that the gods waged war against a greater power and died for their hubris.

Salvage

The touch of an Aether Kindred's dreams can taint objects with an unstable nature, particularly potions. Any potion found on the servants of these beings has a 50% chance to be tainted, making the potion's effects unpredictable. Someone inspecting such a potion must succeed on a DC 17 Intelligence (Arcana) check to identify the instability. Otherwise, the potion appears to be a normal potion of its type. When an unstable potion is consumed, roll on the Eldritch Effects table to determine the effect of the instability, which is in addition to the potion's normal effects and can last as long as the potion does or 1 minute, whichever is longer. However, a creature can attempt a DC 13 Wisdom saving throw at the end of each of its turns, ending the instability effect on itself on a success.

Lore

DC 10 Intelligence (History): In the wake of the gods' disappearance, some turned to other ancient entities for power. Those that succeed are known as eldritch priests.

Eldritch Herald

Medium humanoid (any race), any nongood alignment

Armor Class 16 (breastplate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	10 (+0)	17 (+3)	12 (+1)

Skills Perception +6, Religion +3
Damage Resistances psychic
Senses passive Perception 16
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Otherworldly Calm. The eldritch herald has advantage on saving throws against being charmed or frightened. Also, attempts to read the herald's thoughts fail. The creature making the attempt must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage.

Spellcasting. The herald is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy, vicious mockery*
1st level (4 slots): *bane, hideous laughter, inflict wounds, sleep*
2nd level (3 slots): *detect thoughts, hold person, see invisibility, wrack*
3rd level (3 slots): *bestow curse, fear, spirit guardians, tongues*
4th level (3 slots): *confusion, death ward, phantasmal killer*
5th level (2 slots): *contact other plane, contagion, dream*
6th level (1 slots): *true seeing*

Actions

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Prophecy of Doom (Recharges after a Short or Long Rest). The eldritch herald chooses a point it can see within 120 feet of it and rolls on the Eldritch Effects table. Each creature within 15 feet of that point must succeed on a DC 14 Wisdom saving throw or be subjected to an eldritch effect for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DC 15 Intelligence (Arcana): These priests draw their power from maddening entities known as the Aether Kindred, which some arcane scholars point to as the cause of the gods' disappearance. The power granted by such creatures can produce bizarre and unpredictable effects.

DC 20 Intelligence (Religion): Some eldritch priests seek to awaken their new "gods" by spreading the story of the demise of members the Etharis pantheon. As more people tap into the dreams of the slumbering Kindred, the creatures begin to rouse. If they wake, the world is doomed.

GM Advice: Spell choice for enemies like eldritch priests are important. While carrying out inscrutable plans, divination spells are valuable. In battle, however, spells that protect, damage, or debuff are needed to properly challenge the characters.

Eldritch Priest

Medium humanoid (any race), any nongood alignment

Armor Class 13 (chain shirt)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	10 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Religion +2
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Spellcasting. The eldritch priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *eldritch blast, light, sacred flame, thaumaturgy*
1st level (4 slots): *bane, hideous laughter, inflict wounds, sleep*
2nd level (3 slots): *detect thoughts, see invisibility, spiritual weapon*

Actions

Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Prophecy of Doom (Recharges after a Short or Long Rest). The eldritch priest chooses a point it can see within 120 feet of it and rolls on the Eldritch Effects table. Each creature within 15 feet of that point must succeed on a DC 12 Wisdom saving throw or be subjected to an eldritch effect for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eldritch Effects

d8	Effect
1	The creature can't speak.
2	The creature takes 4 (1d8) psychic damage at the start of each of its turns.
3	The creature is disoriented. It falls prone and does so again at the end of each turn it moves 5 feet or more.
4	The creature is distracted by visions and voices and has disadvantage on attack rolls and Wisdom (Perception) checks.
5	The creature is unsure of itself. It can move or take an action on its turn, but not both, and it can't use reactions.
6	The creature is reckless. It has advantage on attack rolls and attack rolls against it have advantage.
7	The creature is deafened and can't see more than 30 feet away.
8	The creature is frightened of the source of this effect. If that source can't be sensed, the creature is frightened of one other random creature it can sense.

Empyrean Brazen Bull

"The smell of smoke and incense consumed the castle walls, and we heard the furious and gleeful bellows of the most immense bull we'd ever seen. As our battlements burned and crumbled, we knew all was lost."

The Golden Bull. This golden metallic bull is filled with divine fire. A nimbus of soul fire dances around it, emanating from its glowing and intelligent amber eyes, and flaming hoof tracks follow in its wake.

Beast with a Burden. The stomachs of this divine bovine are full of soulfire, and all that it eats is consumed in its heavenly absolution. A soul of pure celestial energy inhabits its divine and golden metal trappings. It delights in the cleansing of evil, steadfast in its purpose, and stubborn in its execution of its duty.

'Mooving' and Shaking. The brazen bull was used by the celestial armies as a formation breaker and siege engine. It can charge through the enemy, break down fortresses, and, if it is felled in battle, take more than a few opponents as the fire in its belly explodes.

Salvage

The exploded metal hide of the Empyrean brazen bull can be harvested to make gleaming and radiant *brazen armor* (see Chapter 4). A proficient armor smith can make a suit of *brazen armor* by succeeding on a DC 20 Strength (Athletics) check and using 2500 gp of components. This process takes 20 days to complete.

Lore

DC 10 Intelligence (Nature): Wildfires that seem to begin with hoofprints are sometimes found during the dry season in farmland, and bright spots on the horizon that look like a massive cow are often reported at the same time.

DC 15 Intelligence (Religion): The Empyrean brazen bull is a beast of burden for angels, used for besieging enemies.

DC 20 Intelligence (Arcana): The Empyrean brazen bull explodes when it dies, and luck be with all in the wake of the blast.

GM Advice: The Empyrean brazen bull is obviously a strong force on the side of law and good, and evil or chaotic characters could easily find themselves getting the horns if they mess with the bull. However, just like any other creatures, brazen bulls can be tricked into working against their own interests. They can also be manipulated or corrupted by agents of evil to work against good characters.

Brazen bulls can be altered to take other forms as well. Other forms might have different modes of movement to match their environment, and they might have different types of natural weapons. Regardless of the form they take, however, their attacks and traits should remain the same. An Empyreus brazen dragon or whale, for example, might be able to fly or swim, but they'll still be able to charge, swallow, damage with their aura, and explode when defeated.

Empyrean Brazen Bull

Huge celestial, lawful good

Armor Class 16 (natural armor)
Hit Points 162 (12d12 + 84)
Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	14 (+2)	17 (+3)	21 (+5)

Saving throws Str +12, Con +11, Wis +7, Cha +9
Skills Athletics +12, Perception +7
Damage Resistances acid, cold, lightning; bludgeoning, piercing, slashing damage from nonmagical weapons
Damage Immunities fire, necrotic, poison, radiant
Condition Immunities charmed, exhaustion, frightened, prone, restrained
Senses darkvision 120 ft., passive Perception 17
Languages Celestial
Challenge 10 (5900 XP) **Proficiency Bonus** +4

Celestial Arsenal. The Empyrean brazen bull's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Death Throes. When the Empyrean brazen bull dies, it explodes, and each creature within 20 feet of it must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Soulfire Nimbus. At the start of each of the Empyrean brazen bull's turns, each creature within 5 feet of it takes 10 (3d6) radiant damage. A creature that touches the Empyrean brazen bull or hits it with a melee attack while within 5 feet of it takes 10 (3d6) radiant damage.

Siege Monster. The Empyrean brazen bull deals double damage to objects and structures.

Unrelenting Charge. If the Empyrean brazen bull moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 20 Strength saving thrown or be knocked prone. If the target is prone, the Empyrean brazen bull can make one attack with its bite or hooves against it as a bonus action.

Actions

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target., *Hit*: 24 (3d10 + 8) bludgeoning damage plus 18 (4d8) radiant damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the Empyrean brazen bull can't bite another target.

Gore. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 27 (3d12 + 8) piercing damage and 18 (4d8) radiant damage.

Hooves. *Melee Weapon Attack*: +12 to hit, reach 5 feet., one target. *Hit*: 24 (3d10 + 8) bludgeoning damage and 18 (4d8) radiant damage.

Swallow. The Empyrean brazen bull makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Empyrean brazen bull, and it takes 21 (6d6) fire damage at the start of each of theEmpyrean brazen bull's turns.

If the Empyrean brazen bull takes 30 damage or more on a single turn from a creature inside it, the Empyrean brazen bull must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the empyrean brazen bull. If the Empyrean brazen bull dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Epachrach

"Beware the epachrach, an enormous fey tusker. They make giant boars seem friendly and warm."

Fey Fury. An epachrach is a creature of fey fury and might. Empowered by the strength of ancient oaks, it crashes through the forest, seeking those who defile places of primal power. It can abruptly manifest, like a sudden storm of woody skin and twisting tusks, bringing pain and death.

Primal Guardian. Epachrachs seem like forces of uncontrolled rage, but their wrath has purpose. Each epachrach, or a herd of such creatures, guards a sacred natural place. Powerful druids bind some to protect sacred groves from enemies. Other epachrachs defend a place where primal forces naturally gather. Whatever the nature of this spot, the epachrachs guard it with their lives.

Salvage

The leaves and bark that form an epachrach's skin are as durable as steel but much lighter and more flexible, making them ideal for creating scale mail. Someone who has proficiency with smith's tools or woodcarver's tools can use the hide to craft scale mail that allows a wearer a maximum Dexterity bonus to AC of +3 and doesn't cause the wearer to have disadvantage on Dexterity (Stealth) checks. This armor takes 10 days to make, requires other materials worth 250 gp, and weighs 25 pounds.

Lore

DC 10 Intelligence (Nature): This plantlike boar is really a fey creature and guardian of places of primal power. Its woody hide is vulnerable to fire and resistant to bludgeoning and piercing attacks.

DC 15 Intelligence (Arcana): Legends say that epachrachs can disappear suddenly or appear from nowhere. The truth is that they can teleport through areas of living plants.

DC 15 Intelligence (History): Several tales tell of those who stumble into an area epachrachs watch over. Leaving the guarded area or proving no harmful intent saved wily heroes in those stories.

GM Advice: In general, monsters that knock characters prone are best paired with monsters that perform melee rather than ranged attacks, since ranged attacks against prone targets are made with disadvantage.

Creating encounter areas where prone creatures are grabbed by creeping vines and restrained until they escape is a great way to increase the challenge of an encounter with epachrachs. This also gives the epachrachs plenty of opportunities to use their Plant Stride ability.

Epachrach

Huge fey, neutral

Armor Class 15 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	4 (–3)	13 (+1)	6 (–2)

Skills Perception +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Plant Stride (Recharge 5–6). Once on its turn, the epachrach can use 20 feet of its movement to move magically into one area of living plants within 5 feet of it and emerge from an area of living plants within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second. The area of plants must be large enough to be the epachrach's space, although it can be solid, such as one Huge tree. These plants can be animate creatures, such as a treant, or magical, such as the plants the *entangle* spell calls forth.

Relentless (Recharges after a Short or Long Rest). If the epachrach takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Siege Monster. The epachrach deals double damage to objects and structures.

Trampling Charge. If the epachrach moves at least 20 feet straight toward a creature and then hits it with a tusk attack on the same turn, that target must succeed on a DC 18 Strength saving throw or fall prone. If the target is prone, the epachrach can make one hooves attack against it as a bonus action.

Actions

Tusk. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) piercing damage.

Etharis Companions

"Everything in this damned land tries to kill you: that's my experience. But every once in a while you find a true friend. They only try to kill you if you deserve it."

Exceptional Individuals. Etharis's citizens are simply trying to survive in a hostile, unforgiving world. Some are good, a few are evil, but most have neither the power nor the imagination to stand out. That's what heroes are for.

There are some, however, who have intriguing stories and the ability to strike out on their own. These individuals have something important to do, but they may not be able to manage these grand tasks on their own. These nonplayer characters make perfect companions.

Useful Friends. Companions like the ones presented here are useful in a variety of ways. If a group of characters is lacking in numbers or in particular skill sets, these companions can supplement a party. They also have their own stories, which can carry some of the narrative weight of an adventure or campaign. They can be used in the short term to introduce new adventures, or in the long term to act as an important piece for the game master's part of the collective story.

Andora

"She's an odd one, that barmaid. Downright obsessed with every murder what happens in this forsaken city and always so modestly dressed because she's covered in stitches underneath. Least, that's what they say."

Spark of Life. Created by an eccentric inventor in the Raevan countryside, Andora spent her early years isolated from the outside world in his sprawling manor. The inventor had long ago been expelled from polite society in Raevo for his experiments on the dead, and he frequently opined about the small-mindedness of his contemporaries. He believed that when he finished Andora's education he would reveal her to his peers in Castalore and be applauded for his genius. He may have been, had he not died of natural causes before he considered Andora's education complete.

Failed Attempt. As part of her education, Andora learned etiquette, estate management, and several foreign languages—but not even the basics of her inventor's craft. After years of careful research into his methods, she attempted to restore her creator to life using a modified version of the alchemical ritual he'd used to create her. The ritual failed to bring the inventor back to life, but it did waken his corpse and instill it with an insatiable need for violence. Andora fled the estate and began a new life in Castalore.

Catch a Killer. Now Andora serves food and drink at a tavern and listens for news of the ruthless serial killer stalking the Raevan countryside with anxious guilt. She believes the murderer is none other than her accidental creation. Although Andora is reluctant to ask for help, if she discovers the player characters are also looking to find and stop the killer, she would share what she knows and join them on their mission. If the player characters help her in destroying her creation, they earn her trust—and she requests to join them for further adventures.

Andora

Medium construct, neutral good

Armor Class 16 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	12 (+1)	11 (+0)	8 (–1)

Saving Throws Str +6, Con +4
Skills Athletics +6, Insight +2, Intimidation +3, Investigation +3, Perception +2, Survival +2
Damage Immunities lightning
Condition Immunities exhausted
Senses passive Perception 12
Languages Ostoy and five other languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Weapons. Andora's weapon attacks are magical.

Subdermal Plating. Critical hits against Andora become normal hits.

Actions

Multiattack. Andora makes two slam attacks.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) bludgeoning damage plus 2 (1d4) lightning damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Reactions

She's Alive! When Andora takes lightning damage, she gains temporary hit points equal to the damage taken.

Llanna Deyern & the Clockwork Horror

"Now it's just a fanciful story, of course.
Little girls don't turn into hulking metal monsters!"

Real Girl. Llanna Deyern had an idyllic childhood. Her parents realized at a young age that she was a wechselkind, a sentient clockwork facsimile of a child, but they raised her as their own anyway. A curious and mischievous girl, she would sneak away to meet up with other children from the nearby village.

The Twinning. On one such night, Llanna met her friends in a grove rumored to be an entrance to the fey realms. As they played, thundering footsteps echoed through the forest. By the time the children ran, the towering figure broke through the trees, its antlers stretching into the sky above. Llanna doesn't remember how she escaped, but she was the only one who did.

Living to Tell the Tale. Following the loss of so many of the village youth, Llanna was exiled from her home. Ever since that event, Llanna experiences blackouts when under duress. When this happens, Llanna transforms into the Clockwork Horror, a monstrous construct bearing a striking resemblance to the Great Beast that stalks the Bürach Empire. Although Llanna inconsistently recalls snippets of the Clockwork Horror's actions, she has no control over it.

Hunting Season. Llanna is terrified of her ability to transform but has resolved herself to use the Clockwork Horror to get justice for the death of her friends. She travels through the Bürach Empire in search of heroes to aid her in her quest. If the player characters agree to help her track and slay the Beast and its minions, she happily joins them, even if they have more pressing tasks to resolve first.

Clockwork Horror

Medium humanoid, unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	9 (–1)

Saving Throws Str +6, Con +6
Skills Athletics +9, Perception +4
Damage Resistances acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, radiant, slashing, thunder
Condition Immunities charmed, frightened
Senses passive Perception 14
Languages Elvish, Lower Bürach, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Artificial Form. The clockwork horror has advantages on saving throws against being poisoned and is immune to disease. It does not need to eat, drink, sleep, or breathe.

Chain the Beast. When the clockwork horror is reduced to 0 hit points, it transforms back into Llanna Deyern with the same current hit points she had when she last transformed into the clockwork horror.

Actions

Multiattack. The clockwork horror makes two slam attacks and a gore attack.

Gore. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Llanna Deyern

Small humanoid (wechselkind), chaotic good

Armor Class 12
Hit Points 16 (3d6 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +4
Skills Acrobatics +4, Arcana +4, Perception +2
Damage Resistances poison, psychic
Senses passive Perception 12
Languages Lower Bürach, Elvish, Sylvan
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Artificial Form. Llanna has advantages on saving throws against being poisoned and is immune to disease. She does not need to eat, drink, sleep, or breathe.

Faerie Glamour. Llanna can cast the *disguise self* spell to appear as a flesh and blood half-elf child.

Unchain the Beast. Llanna can use a bonus action to transform into the clockwork horror for 1 minute. If Llanna's hit points are reduced to 0, she immediately transforms into the clockwork horror for 1 minute, falling unconscious at the end of that time. Once Llanna transforms into the clockwork horror, she can't do so again until she finishes a short or long rest.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Gillian Hammerstorm

"Her? Oh, she's a regular here. Drinks until she gets into a fight, wins more often than not, then calls it a night. Sweet girl."

Storm Break. For over a thousand years the Hammerstorm clan mined the Rock-Teeth Mountains to the east of Liesech. After the Weeping Pox swept through the city, it found its way to the Hammerstorm's underground domain, where it decimated the clan. Less than five years later, only a handful of dwarves remained. The survivors realized they could not sustain their ancestral estates and dispersed to other lands. Gillian, the youngest surviving Hammerstorm, settled in Liesech.

Demon in a Bottle. Since the dissolution of her clan, Gillian has taken to spending her inheritance drinking away her nights. She came to Liesech hopeful that she could earn a lasting heroic legacy for the Hammerstorm name, but the rampant cynicism and brutality of the city quickly wore her down—and she abandoned her dream. Quick to anger, Gillian has been kicked out of most reputable taverns in the city for starting fights, leaving her to exclusively patronize ale houses of lesser quality.

Last Call. Player characters who accomplish a heroic and public act might catch Gillian's attention, causing her to temporarily set aside her bitterness for the chance at redemption. In this circumstance, Gillian tracks the player characters down and asks to join their party. Otherwise, Gillian can be found at any of Liesech's seedy taverns, and she eagerly joins any group of adventurers that pays her tab or helps her win a bar fight.

Gillian Hammerstorm

Medium humanoid (dwarf), chaotic good

Armor Class 15 (studded leather)
Hit Points 52 (7d8 + 21)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +4, Dex +2, Con +5
Skills Athletics +5, Insight +3, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Castinellan, Dwarvish, one other language
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dwarven Resilience. Gillian has advantage on saving throws against being poisoned.

Backed Into a Corner. When Gillian's current hit points equal half her maximum hit points or less, she makes one additional unarmed strike attack when she uses her multiattack action.

Heavy Hitter. Gillian scores a critical hit on a result of 19 or 20 when she makes an unarmed strike attack.

Innate Toughness. Gillian can add her Constitution modifier instead of her Dexterity modifier to determine AC (included in her AC).

Actions

Multiattack. Gillian Hammerstorm makes two unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Reactions

Now I'm Angry. When Gillian takes damage that reduces her current hit points to half or less than her maximum hit points, she gains temporary hit points equal to half her maximum hit points. While she has these temporary hit points, she has resistance to bludgeoning, piercing, and slashing damage. She loses all temporary hit points gained from this ability after 10 minutes. Once she uses this reaction, she can't use it again until she finishes a long rest.

Claunt Mamona

"We're out of stock on that particular item. If you don't mind who you do business with, there's a pigheaded merchant in the market right now who claims to have anything a body could want."

Cursed Merchant. Once a successful merchant in Morencia, Claunt was cursed to a porcine form by a powerful sorcerer for steeply raising the prices of staple foods during a famine. In the years since, one business venture after another failed as partners ended contracts with him out of an abundance of superstitious caution. Though not destitute, he lived far beneath the means he once enjoyed and became desperate to reverse his fortune.

Friends in Low Places. To that end, Claunt took to worshipping Gorodyn. After a particularly bad falling out with a previous business partner, Claunt made a terrible sacrifice to the Arch Daemon of Avarice and was rewarded with a *satchel of sorcerous sale*. With supply no longer an issue, and hoping to escape the consequences of the sacrifice, Claunt began traveling to sell his wares. It wasn't long before he discovered that even individual buyers wanted little to do with someone in his condition.

Open for Business. Now more distraught than ever, Claunt is most likely to be encountered on the road or the outskirts of major settlements, living on whatever meager sales he can make. He happily travels with any player characters agreeing to purchase his goods on an ongoing basis. If Claunt believes he can mentor (or exploit) a particularly charismatic player character, he offers to provide them with supplies if they serve as the face of his business. If he believes the player characters as a group are capable, he asks their help in tracking down and slaying the sorcerer who cursed him.

Claunt Mamona

Small humanoid, lawful evil

Armor Class 15 (breastplate)
Hit Points 38 (7d6 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Con +4, Cha +4
Skills Deception +4, History +4, Perception +3, Persuasion +4, Sleight of Hand +3
Condition Immunities charmed
Senses passive Perception 13
Languages Charneault, Castellan, Ostoy, Higher Bürach
Challenge 2 (450 XP) **Proficiency Bonus** +2

Enlightened Self-Interest. Claunt can consume a potion or take the Dash or Disengage action as a bonus action on each of his turns.

Lasting Curse. If Claunt is ever restored to his original form, such as by the *remove curse* spell, he returns to his porcine form the next time he finishes a long rest. Only the *wish* spell, or slaying the spellcaster who cursed him, can permanently remove his curse.

Satchel of Sorcerous Sales. Claunt can use an action to reach into his satchel and drop any number of gold pieces to withdraw a nonmagical item with a value equal to or less than the deposited sum. Gold deposited into the satchel goes directly into Gorodyn's infernal treasury. In addition to nonmagical items, Claunt can also purchase the following potions from his satchel: *potion of climbing* (50 gp), *potion of healing* (25 gp), *potion of greater healing* (100 gp), *potion of resistance* (200 gp), and *potion of waterbreathing* (200 gp). Only Claunt can attune to this item.

Actions

Blackpowder Pistol. *Ranged Weapon Attack:* +3 to hit, range 25/100 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage plus 4 (1d8) fire damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Abree Simoni

"She came through two nights ago looking like she was on the run. If I'd known she was a deserter I'd have alerted the authorities straightaway, Empyreus' truth!"

Trial by Fire. Having lost her parents at a young age to a wicked spellcaster, Abree Simoni dedicated her life to becoming an inquisitor. Her diligent study of Empyreus' dogma earned her the privilege of joining the Inquisition's ranks at fourteen years old. Over the course of her first years in the Arcanist Inquisition, Abree's faith was unwavering. When her superiors directed her to root out corruption, she did so with meticulous fervor When asked to put fire to the kindling beneath accused spellcasters, she did so without hesitation. Then she was deployed to the village where she and her brother had been raised by distant family following the death of their parents. She discovered her brother was accused of casting magic. Her unit was charged with incarcerating him until his trial and execution.

Crisis of Faith. Certain her brother would never practice magic, Abree tried to find proof of his innocence. When she couldn't, turning up witnesses who'd seen him engage in ritual bloodletting, she did the unthinkable—she betrayed the Inquisition and fled town with her brother. They were on the run only a few days when Abree woke in the middle of the night to find her brother had left her on her own. With no answers to the accusation against her brother, and no excuse for her superiors, Abree continued her flight from the region.

Lost and Alone. Now Abree travels from town to town, trying to make her way out of the Castinellan Provinces unnoticed. Should the player characters win Abree's trust by showing her kindness, she requests their assistance. Her first goal is to find her brother and ensure his safety. She also wishes to flee the lands where the Arcanist Inquisition holds power. If anyone among the player characters is an inquisitor, she changes her plans and asks if they could vouch for her so she can return to her post. Regardless, if the player characters agree to assist Abree in keeping her safe from the Inquisition, she happily travels with and fights alongside them.

Abree Simoni

Medium humanoid (human), neutral

Armor Class 16 (breastplate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	13 (+1)	9 (-1)	15 (+2)

Saving Throws Str +5, Cha +4
Skills Insight +1, Intimidation +4, Investigation +3, Perception +1
Senses passive Perception 11
Languages Castinellan and two other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Inquisitor's Eye. Abree can use a bonus action to give herself advantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) ability checks for the next 10 minutes. During this time, she cannot be surprised. Once she uses this bonus action, she can't use it again until she finishes a long rest.

Smite. When Abree hits a creature with a melee weapon attack, she can expend one of her spell slots to deal bonus radiant damage. This bonus damage equals 1d8 per level of spell slot expended.

Spellcasting. Abree is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save 12, +4 to hit with spell attacks). Abree has the following paladin spells prepared:

1st level (4 slots): *command*, *cure wounds*, *detect evil and good*, *hunter's mark*
2nd level (2 slots): *branding smite*, *detect thoughts*, *find steed*, *knock*

Actions

Multiattack. Abree makes two weapon attacks.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

Grimaldo Simoni

"They say the Thorn of Sante Viegre has killed a hundred inquisitors. It's probably closer to ten, but I can't deny that the brutality of his attacks seems to resonate with the common folk."

Family Secrets. Grimaldo Simoni and his older sister were raised by cousins. Told from an early age that his parents had been killed by a warlock, Grimaldo was tortured by the sense of loss. A sensitive child, he noticed that older villagers seemed to make a point of avoiding him and his sister. Only after his sister left to join the Arcanist Inquisition did he discover the reason late one night when his cousins had been drinking: his parents were not killed by a spellcaster but had been accused of being spellcasters themselves and subsequently put to death by inquisitors.

Thicker Than Blood. Shortly after learning the truth of his parents' deaths, Grimaldo began to study the occult. He became obsessed with following in his parents' footsteps and avenging them by bringing pain and suffering to as many inquisitors as he could. When a traveling merchant came through his village with a book on blood magic, Grimaldo spent everything he had to buy it. Eventually rumors began to spread around his village that he was pursuing the arcane arts. The Inquisition was notified. He was captured easily and assumed he would die. His sister, however, who had joined the Inquisition, was charged with detaining him while he awaited his trial. She released him and led him away from sure death. For a few days they traveled together, but Grimaldo knew that she could not travel the same path as he. He snuck away from her and forged his own trail.

The Thorn of Sante Viegre. Grimaldo spends his time continuing to hone his mastery of blood magic and carrying out guerilla attacks on small units of inquisitors in the Sante Viegre region of the Castinellan Provinces. He shows no mercy in these attacks, killing inquisitors and those who help them hunt arcanists. He leaves his victims in a state that shocks and terrifies anyone finding them. Grimaldo has many associates among wine smugglers in the area and is always looking to recruit those who might be sympathetic to his cause. If the player characters are known to dislike the Inquisition, or have a run in with inquisitors, Grimaldo might approach them to join forces.

Grimaldo Simoni

Medium humanoid (human), neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	17 (+3)	12 (+1)	9 (–1)

Saving Throws Int +5, Wis +3
Skills Arcana +5, Intimidation +1, Investigation +5, Stealth +4
Senses passive Perception 11
Languages Castellan and one other language
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Bloody Brilliant. Grimaldo has a pool of 7d12s. Whenever he casts a sangromancy spell that calls for the expenditure of a hit die, he can spend an equal number of these d12s instead.

Spellcasting. Grimaldo is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save 13, +5 to hit with spell attacks). Grimaldo has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *message*, *prestidigitation*
1st level (4 slots): *blood rush*, *burning hands*, *crimson lash*, *mage armor*
2nd level (3 slots): *alter self*, *hold person*, *wilting smite*
3rd level (3 slots): *reanimate*, *sanguine poppet*
4th level (1 slot): *dark sacrament*

Actions

Bejeweled Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Faevlin

"Never make a deal with the fey. Never make a deal with a goblin. And if you ever meet a faevlin, you'll know why."

Fey Goblin. Faevlins are what happen when a group of goblins makes deals with the fey that they can't keep. In poor lighting, a faevlin can be mistaken for a goblin. However, faevlins are unmistakable in the light. They have teal skin, and a faevlin's head is upside down. Faevlins work for stronger fey or guard places where the veil between the mortal world and the land of fairies is weak.

Broken Promises. As the story goes, in ancient times, a clan of goblins made a deal with a fey lady to gain power. The goblins thought they could break the rules of the deal if no fey were watching. They were wrong. Fey magic swept the clan away. When they returned, they were faevlins. Some say these faevlins escaped, and others claim the fey sent them back to the mortal world to cause trouble. Still others say their servitude ended because they were more trouble than they were worth.

Uncharmed Life. Faevlins willingly work with other creatures, often for mischief and crime, and can be bullied by stronger, wicked beings. They can't be charmed by creatures other than fey. But a faevlin might pretend to be charmed to get the drop on an enemy.

Salvage

Faevlins love to collect objects that increase their personal prestige and power. Every faevlin is likely to have a few personal trinkets like this, along with the occasional item of real worth.

Lore

DC 10 Intelligence (Nature): A faevlin can teleport away from attackers but does so in a manner even the faevlin can't predict.

DC 15 Intelligence (History): Faevlins are goblins cursed by powerful fey magic

DC 20 Intelligence (Nature): A faevlin can't be charmed by nonfey, but they have been known to pretend to be charmed to trick the enchanter.

Faevlin

Small fey, neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	11 (+0)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Goblin, Sylvan
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Fey Touched. Magic can't put the faevlin to sleep. Only a creature of the fey type can cause the faevlin to become charmed, and a faevlin always knows if a nonfey creature attempted to render it charmed.

Sneaky. The faevlin can use a bonus action to take the Hide action.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Fey Fade. When an attack misses a faevlin, the faevlin can teleport up to 30 feet in a random direction, arriving in a safe, unoccupied space.

Fate Cat

"You kicked the cat off the roof and it died? Fella, you have made the worst enemy of your life, and your afterlife."

Bringing The Fate. A fate cat is what happens from time to time when a cat has been killed unjustly and for no reason. Usually they reappear with a white mark reminiscent of how they died, such as a skull pattern in their fur for poison.

More Than Nine Lives. No matter what is done, the fate cat always comes back. It regenerates from grievous wounds, and even creates new bodies if the old one is lost.

Magical Tricksters. The fate cat can cast spells to make worse the life of its killer. From small illusions to major teleportation, the fate cat has many tools at its disposal.

Salvage

A fate cat is difficult to kill, but if someone were to obtain a permanently deceased fate cat eye, one could craft an *ioun stone of regeneration* with a successful DC 25 Intelligence (Arcana) check by a proficient jeweler. This would take 50 days and use 10,000 gp of components.

Lore

DC 10 Intelligence (Nature): The fate cat is an expert tracker, especially with its smell.

DC 15 Intelligence (Religion): A fate cat can regenerate from wounds, and it returns from the dead after 24 hours.

DC 20 Intelligence (Arcana): The fate cat is armed with many spells that can disguise itself or bring woe to those who've harmed it in the past.

DC 25 Intelligence (Arcana): Only a wish spell or similar magic can truly defeat a fate cat that has targeted its former murderers.

Fate Cat

Tiny undead, lawful neutral

Armor Class 13
Hit Points 26 (4d4+16)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	18 (+4)	10 (+0)	20 (+5)	10 (+0)

Saves Dex +5, Con +6, Wis +7, Cha +2
Skills Perception +7, Stealth +5, Survival +9
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, frightened, exhaustion, paralyzed, poisoned, stunned
Senses truesight 60 ft., passive Perception 19
Languages understands all language but cannot speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Innate Spellcasting. The fate cat's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:
At will: *bestow curse*, *counterspell*, *hellish rebuke*, *invisibility*, *minor illusion*
1/day each: *contagion*, *teleport*, *plane shift*,

Keen Smell. This fate cat has advantage on Perception checks that rely on smell.

Regeneration. The fate cat regains 5 hit points at the start of its turn. If the fate cat takes radiant damage, this trait doesn't function at the start of the fate cat's next turn. The fate cat's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the fate cat's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another cat corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Sin Tracker. The fate cat knows the distance to and direction of any creature that wronged it, even if the creature and the fate cat are on different planes of existence. If the creature it's tracking dies, then the fate cat dies as well.

Turn Immunity. The fate cat is immune to effects that turn undead.

Actions

Multiattack. The fate cat can make two claw attacks.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. *Hit*: 5 (1d4+3) slashing damage.

Fiendish Contractors

"I knew when she pulled out a gold pen reeking of brimstone that I was making a mistake."

Dark Deals. The denizens of the Netherworld have been vying for influence over the mortal world for an eternity. With the disappearance of the gods, the Arch Daemons saw their opportunity. Recent years have seen an explosion of fiendish activity in Etharis, a large part of which involves the forging of fiendish pacts and the recruitment of agents.

Devil in the Details. The primary way for fiends to gain power and progress through the infernal hierarchy is by contracts. Mortals sign these contracts in return for fame, fortune, or some other benefit. In return, the fiend gains the ability to draw upon that contract as a source of power.

Salvage

Aspiring fiends often possess special materials used in the drafting of infernal contracts. These include special inks and parchment worth up to 200 gp. These materials can also be used for scribing new spells into a spell book or crafting magic scrolls. Any existing contracts on the fiend's person burst into flames upon its death, which might damage other items.

Lore

DC 10 Intelligence (History): Fiends, or mortals taking on fiendish traits, can be found in every corner of Etharis, working their wiles on those foolish enough to sign one of their contracts. They are clever, deceitful, and evil to the core.

DC 15 Intelligence (Religion): A fiend's power and status are directly tied to the number and quality

Infernal Contractor

Medium humanoid (any race, fiend), any evil alignment

Armor Class 15 (chain shirt)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Skills Deception +7, Insight +5, Persuasion +7
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Infernal and one other language
Challenge 1 (200 XP) **Proficiency Bonus** +2

Infernal Brand (Recharge 6). As a bonus action, the infernal contractor chooses one creature it can see within 60 feet of it. The target must succeed on a DC 13 Charisma saving throw or become cursed for 1 minute. A creature that has signed a contract with the contractor has disadvantage on this save. When the cursed creature makes an ability check, attack roll, or a saving throw, the target must roll a d6 and subtract the number rolled from the result. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the contractor uses this trait again or the target enters hallowed ground.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 4 (1d8) fire damage.

Locate Signee. The infernal contractor can sense the direction to any creature that has signed one of its contracts, provided that creature is on the same plane of existence. If the creature is moving, the contractor knows the direction of its movement. Effects that protect the target from divination work against this action.

Reactions

Infernal Luck. When a creature within 30 feet of the infernal contractor makes an ability check, attack roll, or saving throw against the contractor, the contractor can force that creature to reroll. The target must use the lower of the two rolls. A creature affected by this reaction is immune to the Infernal Luck of this infernal contractor for 24 hours.

Infernal Tormentor

Medium humanoid (any race, fiend), any evil alignment

Armor Class 16 (half plate)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Intimidation +5, Perception +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 14
Languages Infernal and one other language
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The infernal tormentor makes two greatsword attacks. It can use infernal leash in place of one attack.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 +4) slashing damage and 7 (2d6) fire damage.

Infernal Leash (Recharge 6). A flaming whip appears in the infernal tormentor's hand or from its greatsword and lashes at a creature the tormentor can see within 30 feet of it. The target must succeed on a DC 13 Charisma saving throw. A creature that has signed a fiendish contract has disadvantage on this save. On a failure, the creature takes 14 (4d6) fire damage, is pulled 10 feet closer to the tormentor, and is cursed for 1 minute or until the tormentor uses this action again. This curse also ends if the target enters hallowed ground.

While cursed, the target can't move more than 30 feet from the tormentor. Also while the curse lasts, the target takes 7 (2d6) extra fire damage from the tormentor's greatsword attacks. The tormentor can use a bonus action to move the target 10 feet to an unoccupied space within 30 feet of the tormentor. If this space is dangerous, the target receives a new saving throw before moving, ending the effect on itself on a success.

of mortal souls bound to it by contracts. Sometimes, the terms of such an agreement involve the mortal becoming a fiend itself, so a powerful fiend might have any number of lesser devils serving under it via contract.

DC 20 Intelligence (Arcana): Fiends are natives of the Netherworld, and any fiend slain returns to that plane to reconstitute itself. Only powerful divine magic can banish a fiend permanently. Uttering a devil's true name, however, grants the speaker power over it.

The Fractured

"Those brutal murders could only be the work of a true monster. I'm sure that mild-mannered investigator who was interviewing witnesses will catch the beast."

Buried Rage. On the surface, those known as the fractured seem no different than any other member of society. They adhere to rules of conduct and go about their business as usual when in public, but this behavior is a façade. When given free reign, they transform into swollen creatures of limitless rage.

Mask of Civility. The fractured avoid revealing their true nature. Keeping their identity hidden is one of their primary goals, so they retreat to an isolated area before transforming. Once changed, they seek to eliminate witnesses and flee only as a last resort.

Salvage

Fractured people carry items normal for their public persona. Many craft this persona to be as unlike their true, enraged form as possible. As a result, they often possess objects of delicate or expensive craftsmanship, such as silk handkerchiefs, fine clothing, or jewelry. Clothing seldom survives the fractured person's rage intact.

Fractured Socialite

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	13 (+1)

Skills Athletics +3, Intimidation +3
Senses passive Perception 10
Languages any two languages
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fractured Rage (Recharges after a Short or Long Rest). As a bonus action, the fractured socialite becomes enraged, swelling in size and distorting facial features to an unrecognizable state. This transformation lasts for 1 minute or until the socialite is incapacitated. While enraged, the socialite gains 10 temporary hit points. Also, when the socialite makes a Strength check, Strength saving throw, or damage roll with a Strength-based attack, the socialite can roll 1d4 and add the number rolled to the result.

Reckless (in Fractured Rage Only). At the start of its turn, the fractured socialite can gain advantage on melee weapon attack rolls until the start of its next turn, but attack rolls against it have advantage until then.

Actions

Multiattack (in Fractured Rage Only). The fractured socialite makes two melee attacks.

Cane. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

Lore

DC 10 Intelligence (History): Certain individuals have split identities—one of civil refinement and another of unbridled rage. These people are called the fractured.

DC 13 Intelligence (History): Fractured can hide in plain sight. Outwardly polite and upstanding members of society, wicked fractured indulge their violent impulses whenever they feel they can escape detection. Those with more scruples might still use their rage to commit crimes.

DC 15 Intelligence (History): When unleashing their rage, the fractured's appearance alters to the point that features are unrecognizable. Crimes committed in this form are hard to link to the fractured's public persona.

GM Advice: In general, fractured are in control of their transformations, even if they are not totally rational when transformed. They revel in their dual-natured destruction, electrified by the violence while enraged, then thrilled by the secret that they must cover up.

Adventures can be created where the fractured are not in control—or even aware—of their transformations. This could be caused by some outside force. Tracking down first who the fractured are, and then who is causing their troubles, is a strong plot of an investigative adventure

Fractured Noble

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 93 (11d8 + 44)
Speed 30 ft. (40 ft. in Fractured Rage)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	12 (+1)	13 (+1)	15 (+2)

Skills Athletics +6, Deception +5, Intimidation +5
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brutal Attacks (in Fractured Rage Only). When the fractured noble scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Fractured Rage (Recharges after a Short or Long Rest). As a bonus action, the fractured noble becomes enraged, swelling in size and distorting facial features to an unrecognizable state. This transformation lasts for 1 minute or until the noble is incapacitated. While enraged, the noble gains 31 temporary hit points. Also, when the noble makes a Strength check, Strength saving throw, or damage roll with a Strength-based attack, the noble can roll 2d4 and add the total rolled to the result.

Instinctive. The fractured noble has advantage on initiative checks. If surprised, unless incapacitated, the fractured noble can act normally during its first turn even if surprised but must enter Fractured Rage to start that turn.

Reckless (in Fractured Rage Only). At the start of its turn, the fractured noble can gain advantage on melee weapon attack rolls until the start of its next turn, but attack rolls against it have advantage until then.

Actions

Multiattack. The fractured noble makes two melee attacks. In Fractured Rage, it can make three melee attacks instead.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

Fzeglaich

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages one language
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The fzeglaich has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rampage. When the fzeglaich reduces a creature to 0 hit points with a melee attack on its turn, the fzeglaich can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The fzeglaich regains 10 hit points at the start of its turn if it has at least 1 hit point. If the fzeglaich takes radiant damage, this trait doesn't function at the start of the fzeglaich's next turn.

Actions

Multiattack. The fzeglaich makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or be incapacitated until the end of its next turn. The fzeglaich regains hit points equal to the amount of necrotic damage dealt.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Fzeg

"We've been led to believe that vampires and werewolves are natural enemies. Convenient that two fearsome creatures would be so opposed to the other. Never did we imagine, nor prepare, for a time when they might unite."

Horrific Hybrid. A fzeg is a fusion of a vampire and werewolf. The hybrid possesses a combination of abilities more powerful than either. Unlike vampires, fzegs can enter any residence without invitation, and they are undeterred by running water or sunlight. A fzeg's howl can shake the resolve of a seasoned monster hunter.

Sly Shapechanger. To blend in and gain the trust of its prey, a fzeg disguises itself as a humanoid. When a kill is imminent, though, a fzeg moves with great speed to feed its insatiable bloodlust.

Cursed Spawn. A fzeg's bite stuns some foes and curses others. Death might seem a welcome option. But the power of the fzeg is such that a victim who dies by its bite might arise as its spawn the next night.

Fzeg

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7
Skills Perception +7, Stealth +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 17
Languages any four languages
Challenge 16 (15,000) **Proficiency Bonus** +5

Keen Hearing and Smell. The fzeg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If the fzeg fails a saving throw, it can choose to succeed instead.

Rampage. When the fzeg reduces a creature to 0 hit points with a melee attack on its turn, the fzeg can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The fzeg regains 20 hit points at the start of its turn if it has at least 1 hit point. If the fzeg takes radiant damage, this trait doesn't function at the start of the fzeg's next turn.

Shapechanger. The fzeg can use its action to polymorph into a Small or Medium humanoid or back into its true form, that of a wolf-humanoid hybrid. It can transform its body parts as part of attacking with them and can choose whether the change remains after making the attack. Other than its size, its statistics are the same in each form. Any equipment it's wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spider Climb. The fzeg can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The fzeg uses its howl, then attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 17 (5d6) necrotic damage and is stunned until the end of its next turn. A humanoid slain after being bitten rises the following night as a fzeglaich under the fzeg's control.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Howl. Each creature of the fzeg's choice that is within 300 feet of the fzeg and able to hear it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fzeg's Howl for the next 24 hours or until it is stunned by the fzeg.

Night Children (Recharges after a Short or Long Rest). The fzeg magically calls eight wolves. These wolves arrive in 2 rounds, acting as allies of the fzeg and obeying its spoken commands. The beasts remain for 1 hour, until the fzeg dies, or until the fzeg dismisses them as a bonus action.

Legendary Actions

The fzeg can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fzeg regains spent legendary actions at the start of its turn.

Move. The fzeg moves up to its speed without provoking opportunity attacks.

Claws. The fzeg attacks with its claws.

Incite. The fzeg chooses one creature that is of a lower Challenge, has a bite attack, and is within 60 feet of the fzeg. Provided the target can see or hear the fzeg, that creature can use its reaction to move up to half its speed and make a bite attack.

Bite (Costs 2 Actions). The fzeg attacks with its bite.

Salvage

Someone who has proficiency with alchemist's supplies can use 1 pint of blood from a fzeg and mix it with silver and other reagents worth 50 gp to create a *lycanthropy antidote* (see chapter 4). A slain fzeg has 10 (1d4 + 2) usable pints of blood. The blood of a fzeglaich can be used, but it takes five times as much blood and twice as long to brew. Creating the antidote takes 4 hours of work and a successful DC 15 Intelligence (Religion) check.

GM Advice: An ambitious DM could imagine a fzeg at the lead of a force including other werewolf-undead hybrids. Combined with a ghoul or ghast, the creature would paralyze, or combined with a wight, it would drain the life and lower the maximum hit points of a target. Similarly, other kinds of lycanthropes could become undead and wield hybrid powers.

Lore

DC 10 Intelligence (Arcana): A fzeg is a mix of werewolf and vampire but has fewer weaknesses. The creature is resistant to nonmagical attacks.

DC 15 Intelligence (Nature): With its bite, a fzeg can drain life force and curse a person with werewolf lycanthropy. Someone who dies from a fzeg's bite becomes a fzeglaich, a creature like the fzeg and loyal to it.

DC 20 Intelligence (Arcana): A fzeg can transform into humanoid form. It's natural form, however, is that of a wolf-human hybrid. This vampiric monster isn't vulnerable to sunlight, but radiant damage prevents it from regenerating.

Garish Augment

"Unnatural growths and limbs protrude from this creature, which might have once been a person but is now a monster."

Patchwork Body. Some people do anything for power. Those who become garish augments make deals with otherworldly powers or experiment with vile magic to enhance themselves. Such pursuits often go terribly wrong.

A garish augment might fight with an enormous claw, acid spit, quills, or all the above. None are identical. Every augment is different, and few who see one ever mistake another for it.

Unquenchable Need. A garish augment never ceases its quest to kill and harvest appendages and organs from other creatures to incorporate into its own makeup.

Fiendish or Aberrant Aid. The alchemical processes necessary to successfully augment doesn't come from magic alone. At some point, the garish augment delved into forbidden knowledge, either fiendish or aberrant in nature, to successfully bond parts of their victims to their living body.

Salvage

With 1 hour of work and a successful DC 15 Wisdom (Survival) check, the acid- or poison-producing organ of a garish augment can be harvested to provide one vial of acid or two doses of basic poison.

However, unless fiendish pieces of the creature are burned, the fiend whom the garish augment dealt with might come seeking payment from the augment's killers.

Lore

DC 15 Intelligence (Religion or Arcana): This creature's strange augmentations give it a variety of attacks and means of movement.

Garish Augment

Medium humanoid, any evil

Armor Class 15 (natural armor)
Hit Points 123 (13d8 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	12 (+1)	11 (+0)	6 (–2)

Saving Throws Con +8, Wis +3
Damage Resistances acid, poison, psychic
Skills Arcana +4, Athletics +6, Medicine +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages One national language; Deep Speech or Infernal (see text)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Augmented Movement. The garish augment has two other movement modes selected from: burrow 10 feet, climb 30 feet, and swim 30 feet.

Augmented Spit. The garish augment deals acid, necrotic or poison damage with its spit (choose one). Being within 5 ft. of a hostile creature doesn't cause the garish augment to have disadvantage on the attack roll.

Augmented Strikes. The garish augment deals bludgeoning, slashing, or piercing damage with its strike (choose one).

Jumper. The garish augment jumps twice as far as its ability check to do so indicates.

Unnatural Presence. Effects that detect aberrations or fiends can detect the garish augment.

Actions

Multiattack. The garish augment makes three melee or ranged attacks in any combination.

Strike. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) damage of the type from Augmented Strikes.

Spit. *Ranged Weapon Attack*: +6 to hit, range 30/60 ft., one target. *Hit:* 8 (2d4 + 3) damage of the type from Augmented Spit.

Reactions

Parry. When hit by a melee attack or ranged weapon attack from an attacker the garish augment can see, the garish augment adds 2 to its AC.

Gasdra

"Nothing scares me more in the deep wood than the honking of the witch's goose."

Guard Geese. Gasdra look like a three-headed goose with snow white feathers. They are often created to serve as guards for the homes of hags or similar fey.

Born of Foul Ritual. To create a gasdra, a goose egg must be placed in a golden bowl worth 200 gp and bathed in the blood of a newborn infant. The egg is then left in the dark of a new moon for four hours, after which a fully formed gasdra hatches.

Vicious Temperament. Gasdra are extremely protective of their home and attack anyone who trespasses. Conveniently, they are carnivores who can strip a human of flesh in a day, so there's not much mess.

Giant Gasdra. Giant gasdra are grown when a coven uses their powers to grow a regular gasdra to an enormous size. These seven-headed monstrosities can decimate a small village if provoked.

Gasdra

Small monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	15 (+2)	6 (–2)	10 (+0)	7 (–2)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages understands Sylvan but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Three Heads. The gasdra has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. That gasdra has one reaction for each head. The extra reactions can be used only for opportunity attacks.

Wakeful. While the gasdra sleeps, at least one of its heads is awake.

Actions

Multiattack. The gasdra makes three beak attacks.

Beak. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage.

Salvage

Once every two months gasdra lay 2d4 eggs. These eggs never hatch and are inedible by humanoids, though hags find them delicious. However, the yolks of gasdra eggs are the deepest black and can be used to make fine pigments. Each intact egg sells for 20 gp. Those proficient with alchemist's supplies or painter's supplies and succeed on a DC 15 Intelligence check turn an egg into 50 gp worth of pigment with one day of work.

Lore

DC 10 Intelligence (Nature): Gasdra are vicious watch animals kept by hags that look like geese with three heads. Their three brains make them hard to affect with abilities that blind, charm, deafen, frighten, stun, or knock them unconscious.

DC 15 Intelligence (Nature): The eggs of gasdra are a valuable ingredient in black pigments.

DC 20 Intelligence (Arcana): A gasdra can be turned into a giant gasdra by a foul ritual that involves feeding the monstrosity seven newborn infants under a new moon and painting the creature's feathers with seventy of its own eggs. When the new moon sinks below the horizon, the gasdra grows four more heads and becomes massive, its feathers forever stained dark as night. Giant gasdra are suitable as mounts for hags and other evil creatures.

Giant Gasdra

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	6 (–2)	10 (+0)	10 (+0)

Skills Intimidate +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages understands Sylvan but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Seven Heads. The giant gasdra has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. The giant gasdra has one reaction for each head. The extra reactions can be used only for opportunity attacks.

Wakeful. While the giant gasdra sleeps, at least one of its heads is awake.

Actions

Multiattack. The giant gasdra makes seven beak attacks or makes one beak attack and uses honk of doom.

Beak. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 8 (1d10 + 3) bludgeoning damage. If the creature hit by this attack is frightened, it takes an additional 2 (1d4) psychic damage.

Honk of Doom. Each creature of the giant gasdra's choice within 60 feet of it and can hear it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the giant gasdra's Honk of Doom for the next 24 hours.

Gasper

"While travelin' in the wilds, pack more food'n water'n ya think ya need, keep yer tinder dry, and don't disturb tranquil pools, as every wayfarer worth their salt knows."

Sacred Sites. Powerful fey want certain pools, natural springs, and waterfalls to be left pristine and undisturbed. These fey created gaspers to ensure areas of sacred water remain undefiled. Gaspers don't harm those who respect the water. They do attack those who pollute or defile the water or area near it.

Small Clues. Gaspers protect the area surrounding their sacred water by drowning and dissolving their victims. A cautious traveler might glimpse bits of bone in the water from those slain there. The gasper discards lost equipment where it won't pollute the water. Anyone who disturbs the gasper's sensitivities might notice their reflection in the water scowls at them just before the gasper attacks.

Salvage

Water that fills a victim's lungs and mouth while grappled by a gasper is expelled when the grapple is broken. If a creature took acid damage from the gasper and captures this water in a container, it can be used as a reagent for a *potion of acid resistance*. Someone who has proficiency with alchemist's supplies can brew the water with other materials worth 20 gp in a process that takes 4 hours, making one dose of this potion.

Lore

DC 10 Intelligence (Nature): A gasper might attack anyone who it thinks has defiled the water it guards. Anything that happens in or near the water might provoke the creature.

DC 15 Intelligence (Nature): A gasper understands Sylvan but rarely speaks to those it deems enemies. But promising to leave a protected area might convince a gasper to cease attacking.

Gasper

Medium fey, chaotic neutral

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	8 (–1)	14 (+2)	10 (+0)

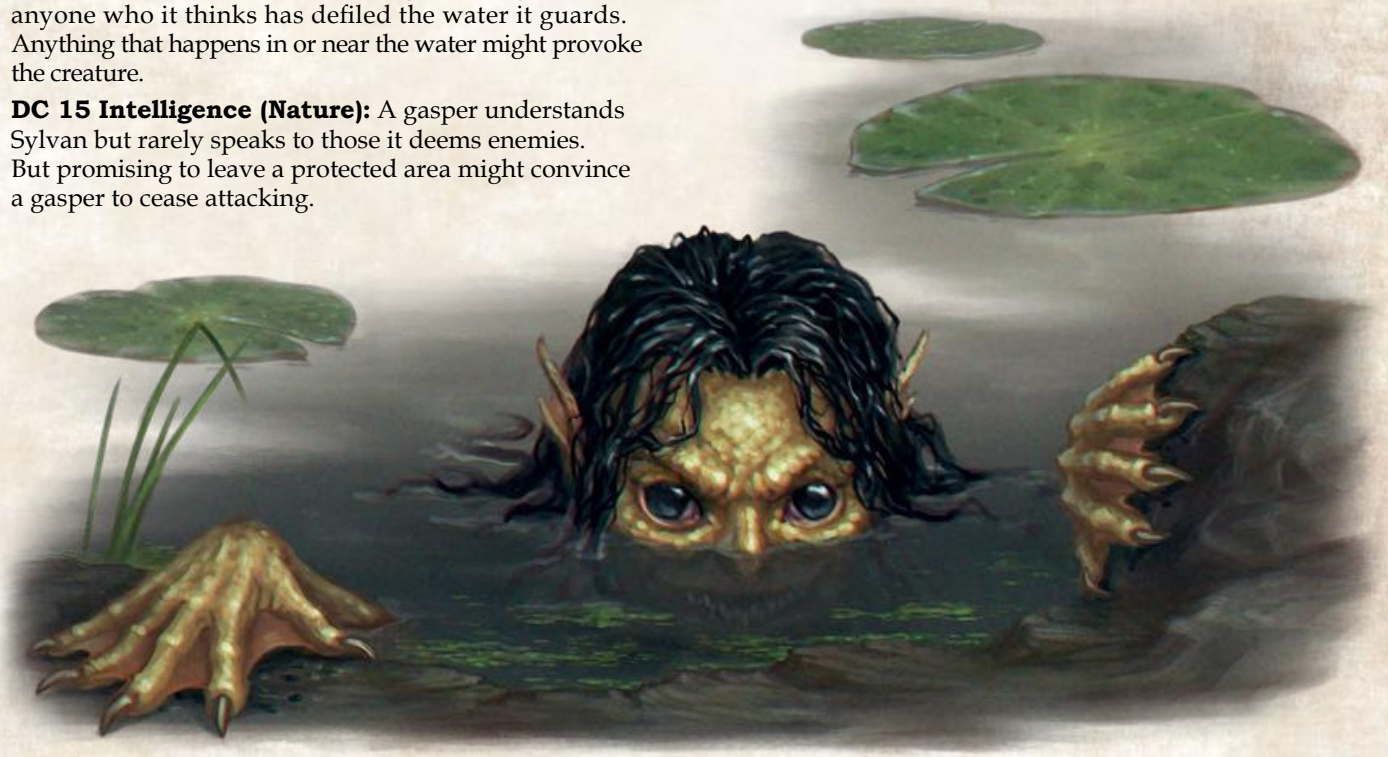
Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The gasper can breathe air and water.

Submerged Invisibility. The gasper is invisible while underwater.

Actions

Water Snare. *Melee Spell Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 7 (2d6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12) and pulled 10 feet closer to the gasper. Until this grapple ends, the target is restrained, its lungs and mouth fill with water, and the gasper can't use its Water Snare on another target. A creature completely submerged while grappled in this way also takes 7 (2d6) acid damage at the start of each of the gasper's turns.



Gegazol

"The Scourge of the North is an undead dragon named Gegazol. If I hear her name, I get the hell out of there. She's powerful, cunning, and treacherous. And she's rarely alone—she always has one army or another behind her."

Ageless Threat. There's a saying that Gegazol and the icy north share the same birthday. For as long as the Valikan Clans have told tales, their stories spoke of Gegazol's rage—though none who live have seen her. In the early centuries, Gegazol was a living dragon, many say an offspring of the Prismatic Wyrm Gormadraug. She lived, that is, until she attacked a daemon. The battle was ferocious, as the dragon and fiend fought for life. Gegazol won, tearing the fiend in half, but her victory had a price. As the daemon's ichor flowed upon the dragon, it killed and later cursed her body with the filth of undeath. Gegazol raged at her reawakening and proceeded to tear at and destroy her own undead body, only to reform later near the body of the vanquished daemon. The skull of the demon acts as the dragon's soul vessel.

There's an essential link between Gegazol and the daemon skull. Whenever the dragon's undead body is destroyed, it reconstitutes dramatically. First, the stained bones appear, followed by the rotten muscle, tattered flesh, rotting teeth, and a maggot-infested tongue. Gegazol is helpless in this transformation. She can't touch the skull—subtle enchantments steer her away. Gegazol has lost track of how many times she's been restored near the skull.

Scourge of the North. Gegazol subjugates and wars for many reasons. First and foremost, she does so to protect her soul vessel. She wars to control the actions of pesky and curious mortals. Beyond protecting the daemon skull, Gegazol has a hard time rationalizing her decisions. She isn't entirely in control; she's being manipulated.

To Gegazol, her mind is her own, but deep down, something else swirls. The daemon's psychic essence intermingled with the dragon's consciousness when her body became undead. The daemon's essence either refuses to or is incapable of communicating with any creature. It can't speak; the skull is silent. Its mind can't be reached via magic.

Delusional Destiny. A mind under extreme pressure breaks. Gegazol is cunning, often lucid, and by no means addled, but she is prone to intense stubbornness and unshakable belief that her destiny is to become Queen of the World. It's a lofty goal, given that she has yet to conquer even a fraction of the North, but she has time on her side.

Gegazol both longs for and fears war. She remembers her death, and many deaths since, leaving her hesitant to muster her undead army and march south again. As the festering will of the daemon prods her, however, it's only a matter of time before the Valikan Clans learn the myths of her existence are all too real.

Undead Nature. Gegazol doesn't require air, food, drink, or sleep.

Gegazol's Lair

The Scourge's lair is the sinkhole cave on an island off the northernmost shores of Etharis, north of even the raging coldfire. In this cave, the daemon's skull sits. It rests at the bottom of a deep, wet cavern upon a pedestal carved into the earth. Magic wards protect the crack above the skull. Gegazol's Immortals, a brutal cadre of undead warriors the dragon created or conquered, guard the expanded catacombs around the shrine. Gegazol needs no rest, but between campaigns, she lounges within the shrine, curled around the skull's pedestal. The whole place stinks of decay, making the site nauseating. While in her lair, Gegazol's Stench radius increases to 120 feet.

Lair Actions

On initiative count 20 (losing initiative ties), Gegazol takes a lair action to cause one of the following effects. Gegazol can't use the same effect two rounds in a row.

- Tendrils of necrotic power rise and reach for living creatures within the lair. Each living creature in the lair must attempt a DC 21 Constitution saving throw or take 13 (3d8) necrotic damage and gain one level of exhaustion until initiative count 20 on the next round.
- Gegazol crashes her wings upon the ground, and rime spreads in a sphere with a 120-foot radius around her. This sphere spreads around corners and creates difficult terrain made of ice. Creatures in that area must make a DC 21 Constitution saving throw. Those who fail take 18 (4d8) cold damage and are grappled (escape DC 21). On a success, the creature takes half the damage and isn't grappled. The difficult terrain disappears on initiative count 20 on the next round.
- Gegazol creates an opaque wall of black ice on a solid surface she can see within 120 feet of her. The wall is made up of twenty contiguous 10-foot square panels that are each 2 feet thick. When the wall appears, each creature in its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall the creature wants. Each 10-foot section of the wall has AC 5, 60 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when Gegazol uses this lair action again or when she dies.

Salvage

Gegazol's lair holds a hoard gathered over the centuries. She has spread this loot among various vaults and chambers, and her Immortals guard these treasures. Her treasurers—a trio of compulsive vampires—keep careful records of the hoard in a library within the lair's inner vaults. Each record contains a great deal of knowledge about the fates of various objects, and sometimes the vampires track a treasure beyond its gifting and engage in occasional quests to regain a lost valuable. Each historic tome from the library is worth at least 100 gp to the right collector. Enterprising adventurers could use any of these books as a guide to searches for lost treasures.

Daemon Skull Soul Vessel

The ancient daemon skull that serves as Gegazol's soul vessel possesses infernal power, giving it the means for mischief and self-preservation. It has AC 6, but it's immune to bludgeoning, piercing, and slashing damage from non-magical attacks, as well as cold, fire, necrotic, and psychic damage. It's immune to all conditions, and it has a +7 bonus to all saving throws, making saves against spells and magical effects with advantage. The skull has 200 hit points.

When harmed, the skull sends out a psychic alarm. Gegazol and her Immortals can sense this alarm, provided they are on the same plane of existence. Also, when a creature deals the skull damage, that creature must succeed on a DC 21 Wisdom saving throw or take psychic damage equal to half the damage the creature dealt.

If her soul vessel is destroyed, Gegazol can't rejuvenate. When her body is destroyed again, she dies.

Gegazol

Gargantuan undead, chaotic evil

Armor Class 22 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	26 (+8)	16 (+3)	15 (+2)	23 (+6)

Saving Throws Dex +9, Int +10, Wis +9
Skills Perception +9
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Ice Walk. Gegazol can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Legendary Resistance (3/day). If Gegazol fails a saving throw, she can choose to succeed instead.

Magic Resistance. Gegazol has advantage on saving throws against spells and other magical effects.

Rejuvenation. If destroyed while her soul vessel remains intact, Gegazol's unconscious body rejuvenates within 5 feet of the soul vessel, where she regains 78 (12d12) hit points each day. When she has regained half her hit points, she regains consciousness.

Stench. Any creature not immune to the poisoned condition that starts its turn within 30 feet of Gegazol must succeed on a DC 23 Constitution saving throw or become poisoned until the start of that creature's next turn. On a successful saving throw, the creature is immune to Gegazol's stench for 1 hour.

Turning Defiance. Gegazol and undead within 120 feet of her have advantage on saving throws against effects that turn undead.

Actions

Multiattack. Gegazol can use her frightful presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage, 9 (2d8) cold damage and 9 (2d8) necrotic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or fall prone.

Frightful Presence. Each creature of Gegazol's choice within 120 feet of and aware of her must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gegazol's Frightful Presence for the next 24 hours.

Breath of Long Night (Recharge 5–6). Gegazol exhales frozen material and rot in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 45 (10d8) cold damage and 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. Those who fail the save also gain two levels of exhaustion until the end of Gegazol's next turn, and those who fail by 5 or more are also blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Gegazol can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gegazol regains spent legendary actions at the start of her turn.

Daemon Sight. Gegazol gains truesight out to 120 feet until the end of her next turn and can make a Wisdom (Perception) check.

Tail. Gegazol makes a tail attack.

Wings of Winter (Costs 2 Actions). Gegazol beats her wings. Each creature within 30 feet of her must succeed on a DC 23 Dexterity saving throw or take 17 (2d8 + 8) bludgeoning damage and 9 (2d8) cold damage, and then fall prone. Gegazol can then fly up to half her flying speed.

Lore

DC 10 Intelligence (History): Gegazol, Scourge of the North, is an ancient dragon transformed into an undead horror millennia ago. Tales as old as creation tell of her infrequent but violent assaults on lands south of her lair, and all lands of Etharis are south of her lair.

DC 15 Intelligence (Religion): Not only possessing great physical power, defenses against magic, and an undead army at her back, Gegazol, like a lich, has a soul vessel that harbors her undead soul and can rejuvenate her body when Gegazol is destroyed. It's said that this vessel is a massive daemon skull, and that the dragon keeps it hidden in her lair.

DC 20 Intelligence (History): Gegazol calls the undead who serve her Immortals'. Among them are vampires, ghouls, and undead that are even more powerful. Given many of these undead have fallen in her wars and powerplays, the Immortal title is aspirational.

Gnolls

"I never believed the rumors about the Beast and how it could change people. Then I saw how everyone at the logging camp had been transformed. It had to be a power even greater than a god's."

Beast Cursed. Gnolls aren't a naturally occurring species. Instead, they're other humanoids mutated due to the influence of the Beast. This power transforms its victims into raving monsters bent on destruction. Gnolls keep their humanoid shape, but the head becomes like that of a jackal, and they grow fur, fangs, and claws. The brain changes, as well, allowing gnolls to communicate in their own twisted language.

Roving Warbands. Gnolls have become incapable of civilized behavior; their driving instinct is wanton destruction. They join other "children" of the Beast, forming warbands that swarm across the countryside, killing and eating every living creature in their path. Within the warband is a loose social structure based on strength and an instinctual recognition of other Beast-bound creatures.

Continual Transformation. A gnoll is the first stage in a continuing mutation process. Gnolls that eat enough raw flesh and drink enough blood can mutate into other forms. A gnoll might grow spikes from their spinal column, and these spikes can be removed and thrown like darts. Other gnolls ooze poison from these spikes and might gain other abilities. Rare gnolls even grow batlike wings.

Salvage

The spine spikes of a venomous gnoll can be fashioned into four arrows, bolts, or darts. Someone who has proficiency with smith's tools or tinker's tools can make these projectiles in 4 hours. Each time one of these projectiles hits a target, the target takes an extra 1d4 poison damage, but if the d20 on the attack roll is a 1 or an even number other than 20, the projectile ceases to be poisonous.

Someone who has proficiency with alchemist's supplies can use the saliva glands from two gnoll brutes or one rampage gnoll to create a *potion of growth*. The glands must be harvested by someone who has proficiency in the Medicine skill, and doing so requires a successful DC 13 Wisdom (Medicine) check. These glands must be used within 3 days or they go bad, although a *gentle repose* spell cast on the glands makes them last for that spell's duration. Making the potion requires 1 day of work and reagents worth 25 gp.

The wings of a rampage gnoll can be used to fashion bat *wings of flying*. Someone who has proficiency in leatherworker's tools can make this cloak in 5 days, using reagents worth 500 gp. Somebody must cast *fly* on the cloak on three out of the five days of its making. These wings give you a fly speed of only 40 feet, but they can be used once every 1d8 hours.

Lore

DC 10 Intelligence (Arcana): Gnolls were once normal humanoids, but they have been mutated by the power of the Beast.

DC 10 Intelligence (Nature): Some gnolls use spikes that grow from their bones, usually the spine, as projectiles. Different gnolls have different mutations, though, and some of these spikes are poisonous. The strongest mutants develop wings and infect the minds of those nearby with bloodthirsty fury.

DC 15 Intelligence (History): Gnolls form bands along with other mutated creatures to rampage across their region. The gnolls eat the flesh and drink the blood of any living things they kill. They speak to each other in their own language of howls, snarls, and grunts.

Beast Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	6 (–2)	10 (+0)	7 (–2)

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Rampage. When the beast gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Spine Spike. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

GM Advice: As mutated servants of the Great Beast, gnolls can be used in a variety of situations. They can roam the countryside as random encounters, pop up in cities or villages in places where the Beast has been seen, or act as troops in terrible armies of evil

Venomous Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	6 (–2)	13 (+1)	7 (–2)

Saving Throws Con +3
Skills Stealth +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Gnoll
Challenge 1 (200 XP) **Proficiency Bonus** +2

Rampage. When the venomous gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The venomous gnoll makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 2 (1d4) poison damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and 2 (1d4) poison damage.

Spine Spike. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage and 2 (1d4) poison damage.

Gnoll Brute

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (–2)	13 (+1)	7 (–2)

Skills Athletics +5
Senses darkvision 60 ft., passive Perception 11
Languages Gnoll
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the gnoll brute hits with it (included in the attacks).

Charge. If the gnoll brute moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes one extra die of the weapon's damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or fall prone.

Instinctive. The gnoll brute has advantage on initiative rolls and saving throws against being charmed or frightened. If surprised, the gnoll can still act normally on its first turn.

Rampage. When the gnoll brute reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll brute makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Reaction

Shared Rampage. If any creature allied with and within 100 feet of the gnoll brute uses its Rampage trait, the gnoll brute can use its Rampage trait, too, provided the brute can see that ally.

Rampage Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	7 (–2)	15 (+2)	7 (–2)

Skills Acrobatics +4, Athletics +5
Senses darkvision 60 ft., passive Perception 12
Languages Gnoll
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Rampage Aura. Each creature hostile to the rampage gnoll and within 10 feet of it at the end of its turn must make a DC 12 Charisma saving throw. On a failure, the creature uses its reaction to make a melee weapon attack or use a melee spell attack cantrip against a target of the gnoll's choice. The gnoll can force the target to move up to half its speed if necessary to make the attack. When moving, the target avoids obviously dangerous areas and provoking opportunity attacks if possible.

A creature who succeeds on the saving throw is immune to the Rampage Aura of all rampage gnolls for 1 hour.

Instinctive. The rampage gnoll has advantage on initiative rolls and saving throws against being charmed or frightened. If surprised, the gnoll can still act normally on its first turn.

Rampage. When the rampage gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Skilled Brute. A weapon deals one extra die of its damage when the rampage gnoll hits with it (included in the attacks).

Actions

Multiattack. The rampage gnoll makes three attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Wing Spike. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Gore Elemental

"The blood, flesh, sinew, and viscera congeal across the battlefield, taking a vaguely humanoid shape. Somewhere, Tormach is pleased."

Tormach's Glee. The Arch Daemon Tormach revels in slaughter, and in places where death and carnage preside for an extended period, the concentration of bloodlust and death spawns a gore elemental. Cultists of Tormach may also summon such an elemental to do their gruesome bidding.

Mobile Sepulcher. The gore elemental is little more than a barely sentient pile of the vilest remnants of battle: blood, rent flesh, broken bones, vomit, bile, and torn innards.

Salvage

At the center of a gore elemental is a skull, which belonged to the most powerful creature that perished at the slaughter that created the gore elemental. With a successful DC 15 Intelligence (Arcana) and 100 gp worth of components, one can create a *talisman of Tormach* (see Chapter 4). This process takes 8 hours.

Lore

DC 10 Intelligence (History): The gore elemental is created at the site of great slaughter, showing that Tormach was pleased by the events.

DC 15 Intelligence (Religion): Creatures caught inside the gore elemental are assaulted by not just the bone and metal inside it, but also the vile power of Tormach that makes such a creature possible.

Gore Elemental

Large elemental, chaotic evil

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	7 (-2)

Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Vulnerabilities psychic
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft. passive Perception 11
Languages Infernal
Challenge 6 (2300 XP) **Proficiency Bonus** +3

Actions

Gruesome Deluge. *Melee Weapon Attack*: +7 to hit, reach 10 ft., up to four targets. *Hit*: 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) necrotic damage. Each target of Medium size or smaller must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15).

Grisly Mire. Each creature grappled by the gore elemental must make a DC 15 Strength saving throw. On a failure, a target takes 15 (2d10+4) slashing damage plus 5 (2d4) necrotic damage and is knocked prone. Until it escapes from the gore elemental's grapple, the target is blinded, restrained, and unable to breathe. If the saving throw is successful, the target is pushed to an adjacent space.

Reactions

Swelling Crimson (1/Day). If the gore elemental reduces a living creature to 0 hit points, its size increases to Huge. The elemental gains advantage on all Strength and Constitution saving throws, the gruesome deluge attack can now grapple Large creatures, and the grisly mire attack now deals 10 (4d4 + 4) slashing damage plus 7 (2d6) necrotic damage on a failed saving throw. This condition lasts until the gore elemental is reduced to less than 55 hit points.

Gozomite

"I avoid caves. Not because I am afraid of the dark, but because I am afraid of the gozomites living there."

Night Crawlers. Insectoid gozomites despise bright lights and haunt underground places, only venturing above ground on dark nights.

Parasitic Lifecycle. Gozomites breed by stinging mammals with their bulbous stinger and injecting hundreds of eggs. Mammalian blood quickens the eggs, which hatch into a swarm of gozomitelings and quickly devour the victim.

Vulnerable to Fire. Gozomite ichor is particularly flammable and is prized by alchemists.

Salvage

It takes 4 hours to harvest and bottle 1d4 doses of ichor from a gozomite that did not die from fire damage.

As an action, you can splash the gozomite ichor onto a creature within 5 feet of you or throw a flask of it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the ichor as an improvised weapon. On a hit, the target is covered in ichor and if the target takes any fire damage before the ichor dries (within 3 rounds), the target takes an additional 14 (4d6) fire damage.

Lore

DC 10 Intelligence (Nature): Gozomites inject eggs with their stinger that quickly hatch into hundreds of gozomitelings that devour the victim.

DC 15 Wisdom (Medicine): Gozomites and gozomitelings are vulnerable to fire. An infestation can also be cut out or cured with any effect that cures disease.

DC 20 Intelligence (Arcana): Gozomite ichor is highly flammable and can be used to create bombs like flasks of oil, if more powerful.

Gozomite

Large monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +6
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Deep Speech
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Pack Tactics. The gozomite has advantage on an attack roll against a creature if at least one of the gozomite's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The gozomite can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The gozomite makes one bite attack and one stinger attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage. A successful DC 15 Constitution saving throw halves the poison damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage and the target is injected with hundreds of the gozomite's eggs that hatch after 2d4 rounds. Applying fire that deals 1 fire damage to the sting wound before the eggs hatch kills the eggs. At the start of each of the target's turns after the eggs hatch, the target takes 14 (4d6) piercing damage as the gozomitelings feast on the host's flesh.

After the gozomitelings hatch, any creature can use an action to kill or remove the gozomitelings with fire or a weapon that deals piercing or slashing damage, causing 10 damage of the appropriate type to the target. A successful DC 10 Wisdom (Medicine) check as an action also removes the gozomitelings. A creature reduced to 0 hit points by the gozomitelings' piercing damage dies. The round after the gozomitelings hatch, the corpse is destroyed, leaving behind only equipment and bones (or exoskeleton).

Grief Eater

"Cities are meant to be hubs of prosperity and culture. But all I see are the sad, poverty-stricken slums. Little did we know, when you spend enough time in those places you'll learn of creatures with a taste for broken hearts."

Despair Devourers. Grief eaters are fey predators attracted to the essence of concentrated despair. They hide in a city's alleys and crumbling buildings, seeking hopeless people to feed on. These victims usually perish, causing a string of disappearances that can cause a serial-killer rumor to flare up, along with a rising population of grief eaters.

Downcast Decoy. A grief eater appears to be a cloaked person, down on their luck. These "people" hunch over, crying and babbling. Observant viewers notice the cloak is really a grey membrane. Legs "clutched" to the chest are part of a warped torso. The creature travels on its long, spindly arms.

Salvage

A grief eater's "hood" is a sensitive membrane that allows the creature to detect despair and other grief eaters. Someone who has proficiency in the Arcana and Medicine skills can remove this membrane intact with a successful DC 13 Wisdom (Medicine) check. Somebody who has proficiency with leatherworker's or weaver's tools can use six of these membranes to create a *morose monocle* (see chapter 4). Creating this monocle takes 5 days and other materials worth 100 gp.

Grief Eater

Small fey, neutral evil

Armor Class 12
Hit Points 35 (10d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	5 (–3)	10 (+0)	14 (+2)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages understands Sylvan but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the grief eater remains motionless, it is indistinguishable from a person cloaked in grey, sitting and clutching their legs.

Grief Sense. The grief eater can sense a frightened or despairing humanoid or another grief eater within 60 ft. of it. A grief eater using this sense knows the target's location and direction of movement.

Light Sensitivity. While in bright light, the grief eater has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is frightened, or full of sorrow or despair, it also takes 4 (1d4 + 2) psychic damage. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and the grief eater regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and left unburied, a grief eater emerges from the corpse 24 hours later, provided the body is in darkness.

Wail. With a heartrending cry, the grief eater evokes despair in one creature it can sense within 30 feet of it. The target must succeed on a DC 12 Charisma saving throw or become frightened for 1 minute. A creature already full of sorrow has disadvantage on the save. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Wail of any grief eater for the next 24 hours.

Lore

DC 10 Intelligence (Arcana): Grief eaters are fey that feed on fear and sorrow. They prefer the shadows and are sensitive to bright light.

DC 15 Intelligence (Nature): A grief eater can sense people who are full of despair, fear, or sorrow, as well as other grief eaters. Such creatures can't hide from a grief eater

Grim Piper

"A gentle sound upon the wind,
Crawled beneath my ragged skin,
And pulled me forth against my will,
To darkened alley, my doom fulfill."

Mysterious Fey. Grim pipers are wicked fey haunting the edges of civilization. They prey on the unwary, killing the unfortunates who hear their music. The lucky few who've survived these encounters have difficulty describing the piper's appearance, but the stories are similar: human-looking figures in ragged patched clothing of varying colors. Their features remain hidden beneath a cowled cloak. The only consistent detail most survivors could corroborate is the creature carried a dark wooden flute.

Haunting Music. Pipers use their enchanting music to lure victims into darkened alleys where they delight in killing. Their haunting melodies can steal a life as quickly as the flashing daggers they use when prey resist their bewitching tunes.

Sinister Allies. The origins of this fey remain unclear. Some suggest Arch Daemons called them forth from the fey realm to lure mortals to an early death. Others contend they are dark fey seeking vengeance for their destroyed forests. Though normally loners, pipers sometimes work for evil beings on the promise of powerful magic.

Salvage

Grim pipers use dark wooden flutes fashioned from rare wood grown only in the remote Etharian woods. These instruments are of the highest quality, easily worth ten times the price of a typical instrument to discerning buyers.

Additionally, a grim piper has a 10% chance to be carrying either *pipes of haunting* or *pipes of the sewers*, chosen by the GM.

Lore

DC 10 Intelligence (Performance): The piper's insidious melody is filled with dark fey enchantments that draw the listener to it.

DC 15 Intelligence (Arcana): Once the luring melody is resisted, the listener is immune to its enchanting effect for a day.

DC 20 Intelligence (Nature): In addition to the luring melody, the fey can damage the mind using cruel notes that make its targets less able to resist its effects.

Grim Piper

Medium fey, chaotic evil

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	8 (-1)	17 (+3)

Skills Perform +5, Stealth +5
Senses darkvision 60 ft., passive Perception 9
Languages any three languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The piper makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 5 (1d4+3) piercing damage.

Cruel Notes. The piper targets a creature within 30 feet that is charmed by its luring melody. The target must succeed on a DC 13 Wisdom saving throw. On a failure, the target takes 13 (3d8) psychic damage and has disadvantage on saving throws for 1 minuite. Success results in half as much damage and no disadvantage on saving throws.

Luring Melody. The piper plays a magical melody on its flute. Every living creature within 120 feet of the piper who hears the melody must succeed on a DC 13 Wisdom saving throw or be charmed until the melody ends. The piper must take a bonus action on its subsequent turns to continue playing. It can stop playing at any time. The song ends if the piper is incapacitated.

While charmed by the piper, a target is incapacitated. If the charmed target is more than 5 feet away from the piper, the target must move on its turn toward the piper by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the piper, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this piper's music for the next 24 hours.

GM Advice: : A grim piper makes a powerful companion for a more powerful and hard-hitting creature. This symbiotic relationship sees the grim piper neutralizing creatures with its song, allowing the powerful partner creature to focus on damaging resisting creatures without having too many heroes beating on it in concert.

Grim pipers partnering with spellcasters also amplifies the difficulty of a combat encounter. Their song, when it successfully targets a creature, makes them more susceptible to spells as well. Disadvantage on saving throws can make normally resilient characters a little more fragile than normal.

Grinstagger

"Of course, people survived! If no one survived, there wouldn't be stories, now would there? Unless he's spreading them himself..."

Nightmare Incarnate. Grinstagger is a mighty oni known throughout Etharis for his cruelty and unique appearance. One side of his body is rigid and plantlike, giving him a perpetual grin and a staggering gait. Hence his name. Oni are the subject of numerous tales and frightful children's rhymes, but Grinstagger is known and feared even among his kind.

Unchecked Ambition. Grinstagger entered a pact with a fey queen in exchange for more arcane power. He never intended to become a slave to another, however. Using ancient magic, Grinstagger wrested control of his pact away from his patron. Enraged, she sent numerous servants to hunt down the rogue warlock, but he eluded or slew each one.

Twisted Punishment. Unable to subdue Grinstagger, the fey queen cursed the oni. With each use of his power, Grinstagger's flesh hardened into a woody substance. His face locked in a rictus and his right side stiffened, giving him a limp. But this punishment did little to deter Grinstagger, who redirected the curse, freeing himself from its continuing effects before slipping from his former patron's clutches.

Salvage

Grinstagger wears a *ring of mind shielding*, which he keeps invisible. It becomes visible if he dies. When that happens, his soul enters the ring. While his soul is in the ring, he can telepathically communicate with any creature wearing it. A wearer can't prevent this communication.

Lore

DC 10 Intelligence (History): Grinstagger is a mighty oni cursed for breaking his pact with an archfey.

DC 15 Intelligence (History): The curse twisted Grinstagger's flesh when he used his arcane powers. He escaped the curse, but its previous effects remain, giving Grinstagger his unique appearance.

DC 20 Intelligence (Arcana): Grinstagger retains the power he stole from his patron. He can curse others with his attacks.

GM Advice: Grinstagger is a powerful being, and his goals are always power and survival. When it becomes clear that a foe is more powerful than he is, he'll make every effort to promise wealth and power in exchange for his life. Whether he can deliver on those promises is another story altogether.

Grinstagger generally travels and lairs with minions who serve him until he no longer has a use for him. With the fey powers pursuing Grinstagger relentlessly, his minions are generally kept around as a buffer between the oni and his pursuers, and don't last long.

If the characters make a deal with Grinstagger to gain his knowledge or assistance, they quickly come to learn that Grinstagger has many powerful enemies who attack frequently.

Grinstagger

Large giant, neutral evil

Armor Class 16 (natural armor)
Hit Points 266 (28d10 + 112)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	18 (+4)	14 (+2)	13 (+1)	19 (+4)

Saving Throws Con +10, Int +8, Wis +7, Cha +10
Skills Arcana +8, Deception +10, Perception +7
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Giant, Sylvan
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when Grinstagger hits with it (included in the attack).

Accursed Attacks. Grinstagger's weapon attacks are magical. If the target of such an attack is a creature, it must succeed on a DC 18 Charisma saving throw or become cursed for 24 hours. While cursed, the target has disadvantage on Dexterity (Stealth) checks and takes an extra 4 (1d8) psychic damage from Grinstagger's attacks. If a creature succeeds on this save, it's immune to this curse for 24 hours.

Innate Spellcasting. Grinstagger's innate spellcasting ability is Charisma (spell save DC 18). Grinstagger can innately cast the following spells, requiring no material components:

At will: *charm person*, *darkness*, *detect magic*, *faerie fire*, *invisibility*, *misty step*, *speak with dead*
1/day each: *calm emotions*, *cone of cold* (7th level), *eyebite*, *gaseous form*, *mislead*, *sleep*

Regeneration. Grinstagger regains 10 hit points at the start of his turn if he has at least 1 hit point.

Ring of Mind Shielding. Grinstagger wears an invisible ring of *mind shielding*. He is immune to magic that allows other creatures to read his thoughts, determine whether he's lying, know his alignment, or know his creature type. Creatures can telepathically communicate with him only if he allows it.

Legendary Resistance (3/Day). If Grinstagger fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Grinstagger makes three attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, 4 (1d8) psychic damage, and Accursed Attacks.

Eldritch Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 15 (2d10 + 4) force damage and Accursed Attacks.

Change Shape. Grinstagger magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into his true form. Other than his size, his statistics are the same in each form, and any form he takes retains his cursed appearance. Weapons he carries change size to remain useful in his new form. If Grinstagger dies, he reverts to his true form, and his weapons revert to their normal form.

Legendary Actions

Grinstagger can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. Grinstagger regains spent legendary actions at the start of his turn.

Move. Grinstagger moves up to his speed without provoking opportunity attacks.

Attack. Grinstagger makes one attack.

Cast (Costs 2 Actions). Grinstagger casts an at-will spell.

Gripper

"Once you hear the hiss, it's already too late."

Blighted Remains. Grippers are the remains of forests, drained of life. Fungus gorged on the corpses. What remains, besides rot, are these pale, knotty beings of vine and mold that straddle the worlds of living and dead without being undead. The danger of a gripper is mostly that it can pass its rot along.

Preternatural Senses. A gripper lacks senses typical to humanoids, but it can sense others by their spiritual presence and navigate via the echoes of its clicking.

Salvage

Someone who has proficiency with alchemist's supplies or brewer's supplies can use the spore sacs from three grippers as a base for a *potion of malice* (see chapter 4). Making the potion takes 3 days of work and other reagents worth 100 gp, and the brewer must succeed on a DC 10 Intelligence or Wisdom check to get the mixture right.

Lore

DC 10 Intelligence (History): The grippers got their name from the fact that they grab and constrict their prey. They usually bite what they grab.

DC 10 Intelligence (Nature): Grippers look woody, but they have a lot of soft parts, making them vulnerable to slashing damage.

DC 15 Intelligence (Nature): Grippers can release rot-inducing spores. If they haven't done so before they die, they swell with pressure before releasing the spores in a wider area.

DC 20 Intelligence (Arcana): A gripper exists in a state between life and death yet not undead. It can sense spirits, even those within living beings, and it uses its clicking to navigate. Its ability to sense spirits extends into the Ethereal Plane.

Gripper

Medium plant, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 9 (2d8)
Speed 20 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	10 (+0)	3 (–4)	11 (+0)	3 (–4)

Skills Perception +2, Stealth +4
Damage Vulnerabilities slashing
Damage Immunities necrotic
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Death Spores. If the gripper drops to 0 hit points and hasn't used its spores, it swells until the end of its killer's next turn, then releases the spores.

Echo Navigation. If deafened, the gripper moves at half its speed.

Magic Weapons. The gripper's weapon attacks are magical.

Otherworldly Perception. The gripper's blindsight extends into the Ethereal Plane.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and 2 (1d4) necrotic damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gripper can't constrict another target.

Spores (1/Day). The gripper spews spores in a 5-foot-radius sphere centered on it, or if the gripper is dead, in a 10-foot-radius sphere. The spores go around corners. Each creature in the spores when they appear or that enters them for the first time on a turn must make a DC 10 Constitution saving throw. On a failure, the creature takes 5 (2d4) necrotic damage and is incapacitated from pain until the end of its next turn. On a successful saving throw, the creature is immune to being incapacitated by the spores of all grippers for 1 hour. The spores last until the end of the gripper's next turn, but a moderate or stronger wind disperses them immediately.

Grotesquerie

"A rotten stump, surrounded by a swarm of chittering woodland creatures, sprouts a maw. The animals hurl themselves into the orifice."

Stationary Predators. A being such as a treant, awakened tree, or dryad can become infected in an encounter with an aberration. Over weeks of painful mutation, what remains is an enormous, slimy tree stump with clouded eyes and a gaping maw. A grotesquerie is no longer a part of its ecosystem but a canker on the landscape. It can move but rarely chooses to do so when not in combat.

Woodland Minions. A grotesquerie suborns the will of weak-minded woodland creatures. They kill and bring back the carcasses of the higher life forms the grotesquerie craves for sustenance.

Vile Hunger. Regardless of how many minions it takes to get the job done, a grotesquerie summons more and more until its hunger is temporarily sated. Grotesqueries are capable of swallowing human-sized creatures whole, and it slowly digests any kind of material. Given time, the stones in its gizzard pulverize flesh, bone, and metal.

Salvage

The gizzard-stones of a dead grotesquerie are diamond-hard and may be used or sold as diamonds with an equivalent worth of 250 gp in spells or alchemical experiments.

Swarm of Grotesquerie Minions

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	14 (+2)	10 (+0)	1 (–5)	7 (–2)	1 (–5)

Damage Immunities acid
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 10 (4d4) piercing damage and 5 (2d4) acid damage, or 5 (2d4) piercing damage and 2 (1d4) acid damage if the swarm has half of its hit points or fewer.

Grotesquerie

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	20 (+5)	10 (+0)	16 (+3)	6 (–2)

Saving Throws Dex +4, Cha +3
Skills Perception +8
Damage Immunities acid, poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities poisoned, prone
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 18
Languages Deep Speech, telepathy 60 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

False Appearance. While the grotesquerie remains motionless, it is indistinguishable from a rotting tree stump.

Legendary Resistance (3/Day). If the grotesquerie fails a saving throw, it can choose to succeed instead.

Woodland Minions. The grotesquerie starts with three swarms of grotesquerie minions at its command. Each swarm is the grotesquerie's ally, and it takes its turn just after the grotesquerie. The swarm obeys the grotesquerie's telepathic or verbal commands (no action for the grotesquerie). If issued no commands, the swarm defends itself from hostile creatures, but otherwise takes no actions.

Actions

Multiattack. The grotesquerie makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) bludgeoning damage and 13 (3d8) acid damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the grotesquerie can't bite another target.

Call Animals. The grotesquerie calls another swarm of grotesquerie minions into an unoccupied space within 60 feet of the grotesquerie

Devour Animals. The grotesquerie orders one swarm of its minions into its maw, regaining hit points up to those the swarm has remaining.

Grotesque Vomit (Recharge 4–6). The grotesquerie vomits acidic bile and creatures it has swallowed in a 30-foot cone. Each creature in the area, including the vomited creature, must make a DC 18 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one. Any vomited creature is thrown 30 feet through the area, taking 7 (2d6) bludgeoning damage and landing prone in an unoccupied space.

If the grotesquerie has used Devour Animals, the vomit also contains a swarm of grotesquerie minions. This swarm lands safely in a space in the cone and takes a turn just after the grotesquerie.

Swallow. The grotesquerie makes one bite attack against a Medium or smaller target it holds grappled. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against anything that originates outside the grotesquerie, and it takes 10 (3d6) bludgeoning damage and 18 (4d8) acid damage at the start of each of the grotesquerie's turns. A grotesquerie can have only one creature swallowed at a time.

If the grotesquerie takes 25 damage or more on a single turn from the swallowed creature, the grotesquerie must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the grotesquerie. If the grotesquerie dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Legendary Actions

The grotesquerie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grotesquerie regains spent legendary actions at the start of its turn.

Bite. The grotesquerie makes one bite attack. It can swallow instead.

Move. The grotesquerie moves.

Animal Control (Costs 2 Actions). The grotesquerie uses Call Animals or Devour Animals.

Lore

DC 15 Intelligence (Nature). The seemingly harmless tree stump is a horrible abomination capable of eating and digesting human flesh.

DC 20 Intelligence (Arcana). The grotesquerie can control swarms of animals, and it vomits forth acidic bile to destroy attackers.

GMs Advice: A grotesquerie might sit in the center of a large area and control more than just tiny woodland creatures. Larger beasts, or even corrupted fey, might serve the horror. In this case, the characters might think that something else is responsible for the awful conditions and multiple disappearances in the area. They'll be surprised when the rotten tree trunk in the center of the clearing is the real culprit.

Grudgels

"Fairy tales describing orcs as monsters who disappeared turned out to be just that. Orcs didn't disappear, and they're not monsters."

Living Legends. Even the longest-lived people of Etharis don't remember grudgels, but they remember their elders speaking of these dreaded creatures: humanoid monsters who used their ferocity and martial prowess to lay waste to towns before disappearing. These myths lingered, but the grudgels have returned. These beings, unlike those of the terrible tales, are measured and wise. They don't speak of their communal past, but they seem to carry an otherworldly knowledge with them. Grudgels look to the stars as if those far-flung orbs are memories rather than mysteries.

Skillful Warriors. Grudgels, now wandering in from the wilderness in small groups, are proving to be valuable members of the communities they join, assuming they're not killed on sight out of misguided fear. The grudgels employ advanced building and crafting techniques, and they share this knowledge, alongside a willingness to work. These traits help others overcome initial hesitation at the sudden appearance of an unusual stranger.

Grudgels are often peaceful and helpful, but they know how to fight. They're as skilled at battle as they are at other trades. Some have training in advanced magic, which they use, as with their weapons, mostly to maintain peace.

Salvage

Most grudgels carry a piece of glassy material called stryllum, which isn't from Etharis. This substance is handed down from parent to child. The more powerful a grudgel is, the larger the piece of stryllum they carry. Small pieces of stryllum can be sold for 10 gp, while bigger pieces fetch 100 gp in large markets.

Someone who has proficiency with jeweler's tools can work stryllum into a piece of jewelry. Doing so requires 1 hour per 10 gp the stryllum is worth and materials worth as much as the stryllum. The jeweler must succeed on a DC 13 Intelligence or Wisdom check to configure the jewelry properly—failure indicates the jewelry is attractive and valuable but nonmagical. Success results in a charm that can absorb 1 psychic damage per gp the stryllum in the piece is worth. The stryllum dulls as it absorbs damage, and the jewelry becomes brittle and worthless after absorbing as much psychic damage as it can.

Lore

DC 10 Intelligence (History): Grudgels were known to be fierce and dangerous warriors before disappearing from Etharis. The grudgels that now live throughout the land behave nothing like those legends, although their appearance hasn't changed.

DC 13 Intelligence (History): Every grudgel carries with them a piece of glass they call stryllum, which they guard jealously. Many believe it contains innate magic.

Grudgel

Medium humanoid (grudgel), any alignment

Armor Class 15 (studded leather, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Insight +3, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Grudgel and one national language
Challenge 1/8 (25 XP) **Proficiency** +2

Center (Recharges after a Short or Long Rest). The grudgel can use a bonus action to focus before making an attack roll or ability check. If the grudgel does so, then it has advantage on the next attack roll or ability check it makes before the start of its next turn.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Grudgel Strategist

Medium humanoid (grudgel), any alignment

Armor Class 15 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	17 (+3)	13 (+1)	11 (+0)

Skills Arcana +5, Insight +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Grudgel and two national languages
Challenge 3 (700 XP) **Proficiency** +2

Center (Recharges after a Short or Long Rest). The grudgel strategist can use a bonus action to focus before making an attack roll or ability check. If the grudgel does so, then it has advantage on the next attack roll or ability check it makes before the start of its next turn.

Spellcasting. The grudgel strategist is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The grudgel strategist knows the following wizard spells:
Cantrips (at will): *ray of frost*, *shocking grasp*
1st level (4 slots): *color spray*, *expeditious retreat*, *shield*, *sleep*
2nd level (2 slots): *mirror image*, *misty step*

Weapon Bond. The grudgel strategist can be disarmed only if incapacitated or dead.

Actions

Multiattack. The grudgel strategist makes two weapon attacks or casts one cantrip and makes one weapon attack.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or the grudgel strategist can knock the target prone or move it up to 5 feet to another unoccupied space within the grudgel's reach.

Reactions

Battlefield Control. A creature that willingly moves within the grudgel strategist's reach, including entering that area, provokes an opportunity attack from the grudgel.

Grudgel Battlemind

Medium humanoid (grudgel), any alignment

Armor Class 20 (plate, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	18 (+4)	14 (+2)	12 (+1)

Skills Arcana +7, Insight +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Grudgel and three national languages
Challenge 6 (2,300 XP) **Proficiency** +3

Action Surge (Recharges after a Short or Long Rest). The grudgel battlemind takes one extra action.

Center (Recharges after a Short or Long Rest). The grudgel battlemind can use a bonus action to focus before making an attack roll or ability check. If the grudgel does so, then it has advantage on the next attack roll or ability check it makes before the start of its next turn.

Spellcasting. The grudgel battlemind is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The grudgel battlemind knows the following wizard spells:

Cantrips (at will): *message*, *ray of frost*, *shocking grasp*
1st level (4 slots): *color spray*, *longstrider*, *shield*, *sleep*
2nd level (3 slots): *gust of wind*, *misty step*, *spider climb*
3rd level (3 slots): *fly*, *haste*

Weapon Bond. The grudgel battlemind can be disarmed only if incapacitated or dead.

Actions

Multiattack. The grudgel battlemind makes three weapon attacks or casts one cantrip and makes one weapon attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Reactions

Battlefield Control. A creature that willingly moves within the grudgel battlemind's reach, including entering that area, provokes an opportunity attack from the grudgel.

Hag-Blighted

"We warned Marta she was tempting the fates by seeking out Old Zsuzsa Blackwart. You never know what might anger a hag."

Hag Victim. Deceiving and manipulative, hags are prone to cursing mortals for anything from breaking a bargain to mere amusement. Hag-blighted beings are unfortunate souls who've angered a hag. Instead of slaying the person, the hag chooses a crueler fate and uses a hag-blight curse.

Cursed Form. Under a hag-blight curse, a victim's form becomes monstrous. The person's face becomes a permanent scowl and grows warts and pustules, and their teeth become fangs. Their body bloats, and the limbs twist. Despite these changes, the body is powerful and enduring.

Social Pariah. Most people shun the hag-blighted for fear of the hag's ire. Only the brave or foolish dare seek out the hag to remove this affliction.

Hag-Blighted

Medium monstrosity, any alignment

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	9 (–1)	10 (+0)	5 (–3)

Skills Athletics +4
Senses darkvision 60 ft., passive Perception 10
Languages the languages known before the curse
Challenge 1 (200 XP) **Proficiency Bonus** +2

Immutable Form. The hag-blighted is immune to any spell or effect that would alter its form.

Actions

Multiattack. The hag-blighted makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Spew Bile (Recharges after a Short or Long Rest). The hag-blighted expels bile in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Salvage

The blood of a dead hag-blighted person can be used to make a potion that ends any effect that changes a creature's shape. Someone who has proficiency with alchemist's supplies can distill the blood from one hag-blighted, along with reagents worth 50 gp, to make three doses of this potion in 4 hours. Doing so requires a successful DC 13 Intelligence or Wisdom check. This potion can be consumed, or it can be thrown as an improvised weapon, making a ranged attack against a creature. A creature exposed to this potion can't change shape for 10 minutes, while a creature who drinks the potion can't change shape for 1 hour.

Lore

DC 10 Intelligence (History): Hag-blighted are mortals who have been cursed by a hag.

DC 15 Intelligence (Nature): The hag-blight curse twists the body and diminishes the mind, but it increases strength and endurance and gives the person sharp teeth.

DC 15 Intelligence (Arcana): A hag-blighted person can vomit corrosive bile.

Harvester of Lies

"Don't lie to me, or the harvester will steal your tongue!"

Lie Detectors. Infamous liars sometimes return as harvesters of lies after they die. These undead beings are capable of unerringly detecting falsehoods. The more lies one tells, the more attractive the liar's tongue becomes to the harvester.

Macabre Collection. The harvester of lies is compelled to collect the tongues of liars and sew them into a long coat that it wears. This coat is the creature's most prized possession and without it, it cannot use its innate spellcasting.

Skulker. Harvesters of lies are stealthy hunters that slip into their target's home, harvest the victim's tongue, and leave without alerting others. The harvester appears as a normal humanoid, but its skin is mottled and purple, and its eyes sunken and glaring.

Salvage

If defeated, the harvester's *coat of lies* (see Chapter 4) can be claimed.

Lore

DC 10 Intelligence (History): Harvesters of lies can detect when a lie is uttered from 1 mile away. They are attracted to lies, the more frequent the lies and the more outlandish, the greater the attraction.

DC 15 Intelligence (Arcana): Harvesters are resistant to nonmagical weapons and necrotic damage, and immune to poison.

DC 20 Intelligence (Arcana): The harvester wears a coat made of the severed tongues of its victims that allow it to cast several spells.

Harvester of Lies

Medium undead, neutral evil

Armor Class 17 (coat of lies)
Hit Points 91 (14d8 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	11 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +9, Wis +7, Cha +6
Skills Acrobatics +9, Insight +7, Perception +7, Stealth +13
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Coat of Lies. While wearing their specially prepared coat, the harvester's AC is increase by 2 (included in their AC) and it can use its innate spellcasting.

Innate Spellcasting. The harvester's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only that the harvester be wearing its *coat of lies*:
At will: *detect thoughts*, *zone of truth*
3/day each: *hold person*, *invisibility*, *misty step*, *silence*
1/day each: *levitate*, *tongues*

Hear Lies. The harvester hears all lies uttered within 1 mile of it and knows the liar's distance and direction while the harvester choses to concentrate.

Spider Climb. The harvester can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Trackless. The harvester leaves no tracks to indicate where it has been or where it's headed.

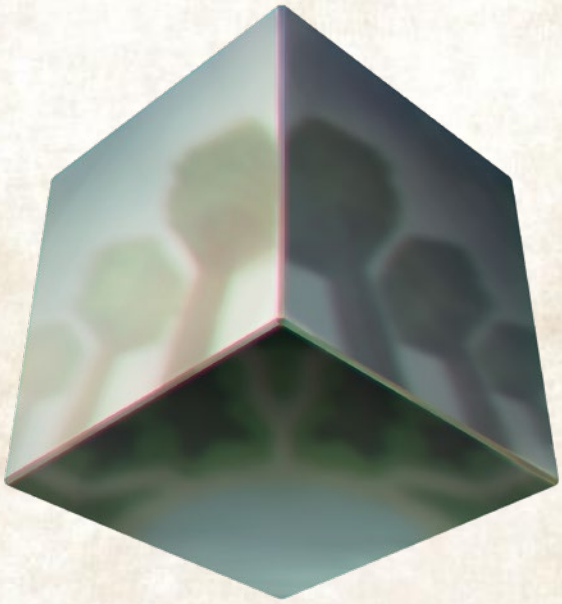
Actions

Multiattack. The harvester makes three attacks, only one of which can be sever tongue.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 17).

Sever Tongue. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one humanoid grappled by the harvester of lies. *Hit*: 33 (8d6 + 5) slashing damage and the target must succeed on a DC 17 Constitution saving throw or have their tongue ripped out. A creature without a tongue cannot speak or cast spells with verbal components. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a tongue, or has legendary actions.

A tongue can be reattached within 1 hour of being severed with a successful DC 10 Wisdom (Medicine) check, or at can be regrown using magic that replaces lost limbs.



Hedron

"It was surreal and beautiful, like a painting. A forest of perfectly spaced, identical trees, a circular lake, and ground as smooth and even as a road. Floating in the middle was a cube, polished to a mirror finish."

Order Incarnate. Hedrons are elementals of pure order. They see the world as a chaotic place that must be tamed. This view puts them at odds with reality.

Forced Conformity. As the purified essence of order, a hedron wants to impose perfection on its surroundings. Terrain smooths, objects refine, and animals warp into identical copies. This process is painful, often lethal, to creatures.

Amoral Imperative. Hedrons are sapient beings, rigid in their terraforming efforts. The well-being of other entities is of no consequence to a hedron. An orderly corpse is just as good as a living clone.

Elemental Nature. A hedron doesn't require air, food, drink, or sleep.

Salvage

The matter composing a hedron resolves into perfect geometric solids when the elemental collapses. These polyhedrons can be used to make fifty dice that land on a number the roller wants, provided the roller knows the dice work this way. These dice are worth 5 to 10 gp each to the right buyers.

Lore

DC 10 Intelligence (History): A hedron is an elemental aligned with law rather than traditional elements. It can manipulate and harm creatures and objects with invisible force.

DC 15 Intelligence (Arcana): Hedrons exude an aura that transforms creatures and objects into "orderly" forms. For creatures, the body resists, and the process is painful and potentially lethal.

Hedron

Medium elemental, lawful neutral

Armor Class 17 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	19 (+4)	13 (+1)	13 (+1)	17 (+3)

Skills Perception +4
Damage Immunities poison
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened, exhaustion, paralyzed, petrified, poisoned, prone, unconscious
Senses truesight 60 ft., passive Perception 14
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Pure Order. The hedron exudes a 30-foot sphere of pure order, which influences randomness and makes the area conform to a rigid ideal. The aura penetrates objects and barriers, but a barrier more than 2 feet thick blocks it, as does any barrier of force. Objects harmlessly become perfectly geometric if they remain in the aura for 1 minute. Difficult terrain in the area becomes normal terrain until subjected to something that makes it difficult terrain again. Objects removed from the aura before they transform revert to normal.

A creature other than a hedron that enters the area for the first time on a turn or starts its turn there takes 5 (2d4) force damage. While in the aura, a creature can't change shape or have advantage or disadvantage.

Immutable Form. The hedron is immune to any spell or effect that would alter its form.

Actions

Multiattack. The hedron uses telekinesis twice.

Telekinesis. *Melee Spell Attack*: +6 to hit, reach 60 ft., one target. *Hit*: 21 (6d6) force damage, although the hedron can choose to deal half or no damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, if the hedron wishes, the target is restrained. The hedron can move a grappled creature or held object up to 30 feet in any direction, provided the target remains within the hedron's reach. If the hedron tries to move an object another creature wears or carries, that creature can prevent the movement with a successful DC 14 Strength saving throw. The hedron can hold (grapple) up to two creatures or objects at a time. It can also exert fine control while choosing to deal no damage, such as manipulating a tool or opening a door.

Hell's Reach

"When the imps start to fight in the full moon's light
The wise witch knows soon the hell's reach grows."

Although no larger than a sizable mushroom, a hell's reach has a touch of infernal origin. Six red tentacles remain hidden in a fungal dome until a passerby disrupts the mushroom's slumber. Then, the tentacles erupt from the mushroom to attack, reeking of rotting flesh. Each tentacle contains juices that react with air to ignite. When the mushroom is damaged, this liquid squirts from it.

Ring of Fire. A cluster of hell's reaches is called a ring of fire. It's best avoided, much like a fairy circle.

Salvage

Someone who has proficiency with alchemist's supplies or an herbalism kit can use the remains of one ring of fire (or about a dozen hell's reaches) and reagents worth 25 gp to brew an oil that can be applied to armor in 10 minutes. One dose of this oil conveys resistance to fire damage to the armor and to the wearer while the armor is worn for 24 hours after the oil is applied. Brewing the oil requires 4 hours of work and a successful DC 13 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Nature): Hell's reach is immune to fire. The liquid within the mushroom is flammable and bursts forth when the mushrooms take damage.

Hell's Reach

Tiny plant, unaligned

Armor Class 5
Hit Points 5 (2d4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	1 (–5)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities fire
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/4 (25 XP) **Proficiency Bonus** +2

False Appearance. While the hell's reach remains motionless, it is indistinguishable from an ordinary mushroom.

Fiery Body. A creature that touches the hell's reach or hits it with a melee attack while within 5 feet of it takes 1 fire damage.

Actions

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) fire damage.

Ring of Fire

Medium swarm of Tiny plants, unaligned

Armor Class 5
Hit Points 22 (5d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	1 (–5)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities fire
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the ring of fire remains motionless, it is indistinguishable from an ordinary cluster of mushrooms.

Fiery Swarm. A creature that touches the ring of fire or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage, or 2 (1d4) fire damage if the ring of fire has half of its hit points or fewer.

Swarm. The ring of fire can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

Actions

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 10 (4d4) fire damage, or 5 (2d4) fire damage if the ring of fire has half of its hit points or fewer.

Hermit Skull

"Your first instinct might be to laugh. When it's close enough to see the hatred burning in its eye sockets, another instinct is likely to take over."

Hatred Reborn. A hermit skull belonged to a person so hateful that the hate reanimated the spirit after death. Lacking the power to animate a whole body, this monster's six oozing, ectoplasmic limbs extend from the skull as it scuttles around in search of life to destroy. In this task, the hermit skull is cunning enough to burrow into soil and wait for prey to pass nearby. Then, the skull attacks.

Undead Nature. A hermit skull doesn't require air, food, drink, or sleep.

Salvage

Someone who has proficiency with alchemist's supplies can mix the dust and ectoplasmic remains of two hermit skulls with reagents worth 25 gp to create an elixir that duplicates a *calm emotions* spell cast on the drinker. Creating the elixir requires 4 hours of work and a successful DC 10 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Religion): Strong negative emotions in a living creature can cause them to rise again as an undead creature when they die. A hermit skull rises when a dying person has enough hatred in their heart to animate their remains, but only enough power is available to animate their skull.

DC 13 Intelligence (Arcana): Hermit skulls lash out with their ectoplasmic limbs, which rot flesh and sap vitality.

Hermit Skull

Tiny undead, any evil alignment

Armor Class 13 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	8 (–1)	10 (+0)	9 (–1)

Skills Perception +2
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands languages it knew in life but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Ambusher. The hermit skull has advantage on attack rolls against any creature it has surprised.

Actions

Ectoplasmic Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) necrotic damage.

Hive Haunt

"As the insects swarm over their victim, the poor man is unable to move. Only moments pass before he tumbles to the ground, his skin turning a mottled green as venom courses through his veins."

Undead Swarms. Servants of necromancers, hive haunts are undead swarms of eusocial insects whose drive to obey a queen has been replaced by controlling power of an animating spirit. A hive haunt is difficult to construct. Adventurers dealing with such a swarm best be wary of its creator, who might have further unseen traps lying in wait.

Horrific Sacrifice. Not only is the creation of a hive haunt a complex feat of magic, but it's also cruel. The necromancer must catch a large hive of eusocial insects and ritually feed them into a sacrificial victim, taking care to keep the insects and the victim alive. Spells enacted force the insects to devour the victim's soul from the inside, usurping it as the hive's new queen. The necromancer must then consume the original insect queen to seal command over their creation.

Dispersed Intelligence. The creation of a hive haunt erases the animating spirit's personality and, in most cases, its memory. But it doesn't reduce its intelligence. With their ability to send individual members of the hive into secure locations unnoticed, hive haunts can be employed as spies or stealthy assassins. Strong-stomached necromancers have been known to carry hive haunts hidden in clothing, appearing unarmed to a casual observer.

Hunger for Flesh. To maintain the animating spirit's potency, a hive haunt must frequently feed on the flesh and spirit of the living. Sapient creatures are more sustaining than animals. A necromancer in command of such a hive is driven to greater acts of kidnapping and violence.

Undead Nature. The hive haunt it requires neither air nor sleep.

Salvage

Once a hive haunt is defeated, its animating spirit departs the swarm, leaving behind only rotting insect carcasses. These bodies can be pounded into a small quantity of a valuable, colorfast green or red dye worth 50 gp.

Lore

DC 15 Intelligence (Religion): An undead spirit powers a hive haunt. The hive haunt has traits like other undead creatures and swarms.

DC 20 Wisdom (Medicine): The hive haunt injects a restraining poison and drains a victim's life force.

Hive Haunt

Medium swarm of Tiny undead, neutral evil

Armor Class 13
Hit Points 71 (11d8 + 22)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	14 (+2)	10 (+0)	10 (+0)	9 (–1)

Saving Throws Wis +3
Skills Perception +3, Stealth +6
Damage Resistances bludgeoning, necrotic, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect.

Actions

Multiattack. The hive haunt makes two attacks, one bite and one sting.

Bite. *Melee Weapon Attack*: +6 to hit, reach 0 ft., one creature. *Hit*: 5 (2d4) piercing damage plus 5 (2d4) necrotic damage, or 2 (1d4) piercing damage and 2 (1d4) necrotic damage while the swarm has 25 or fewer hit points. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the hive haunt regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sting. *Melee Weapon Attack*: +6 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 5 (2d4) piercing damage and 7 (2d6) poison damage, or 2 (1d4) piercing damage and 3 (1d6) poison damage while the swarm has 25 or fewer hit points. The target must succeed on a DC 13 Constitution saving throw or become restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hivewolf

"Trust me when I say this: there's no such thing as one hivewolf."

Monstrous Hybrids. Hivewolves are a combination of ant and wolf. Covered in chitinous plates, with toothy jaws flanked by sharp mandibles, these monstrosities strip areas of animals and plants to feed their voracious hunger.

Hivemind. Their insectile nature allows hivewolves to remain in contact in a way much like telepathy. If one hivewolf or pack encounters a tough foe, others quickly come to aid their allies.

Queen's Servants. When moving to a new area, hivewolves establish a nest for their matriarch. From there, multiple packs set out to find and secure food for the bloated queen. If left unchecked, the queen produces enough progeny to threaten a whole region.

Salvage

Someone who has proficiency with smith's tools can fashion a hivewolf matriarch's mandibles into a *caustic rapier* (see chapter 4). Doing so takes 5 days of work and materials worth 200 gp. Somebody needs to cast *acid arrow* on the weapon once during its crafting or *acid splash* on it every day during its creation.

Lore

DC 10 Intelligence (Nature): Hivewolves are hybrid ant-wolves that relentlessly attack prey and devour edible plants.

DC 15 Intelligence (Nature): Hivewolves are aware of each other, potentially allowing them to react to threats across great distances.

DC 20 Intelligence (Nature): Hivewolves form nests around a matriarch, acting as one to protect her.

Hivewolf

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	2 (–4)	14 (+2)	4 (–3)

Skills Perception +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Hive Connection. The hivewolf is connected to other hivewolves within 120 feet via a hivemind, which they use to share information. This connection means that if the hivewolf is aware of a threat, all hivewolves within 120 feet are also aware of the threat. This effect can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead or barrier of force blocks it.

Pack Tactics. The hivewolf has advantage on an attack roll against a creature if at least one of the hivewolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Hivewolf Matriarch

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (–1)	15 (+2)	3 (–4)	15 (+2)	7 (–2)

Skills Perception +4
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hive Connection. The hivewolf matriarch is connected to other hivewolves within 300 feet via a hivemind, which they use to share information. This connection means that if the hivewolf matriarch is aware of a threat, all hivewolves within 300 feet are also aware of the threat. This effect can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, a thin sheet of lead, or barrier of force blocks it.

Pack Tactics. The hivewolf matriarch has advantage on an attack roll against a creature if at least one of the matriarch's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage and 3 (1d6) acid damage.

Acid Spray (Recharge 5–6). The hivewolf matriarch sprays acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Horror Flits

"If you see fast movement in the trees, run. It might not be enough, but it could be all you can do."

Weird Horrors. Horror flits are nightmarish creatures that defy imagination. They start as small, sickly green-gray oblong eyeless orbs of pulsating flesh, slick with slime. Clumps of dirt, pebbles, dry leaves, and nettles stick to them. These little creatures hunt in great swarms. Larger flits hunt in smaller groups, while the largest—the breeders—often hunt alone.

All flits propel themselves by growing a series of pseudopods, which grasp ground, root, limb, and trunk, then fling the creature in the desired direction. Upon reaching prey, a flit's conical mouth, lined with rows of teeth, opens. Then the real terror begins.

Gruesome Cycle. The first glimpse, when a horror flit opens its mouth, is terrible enough, but what happens next is worse. Upon chomping down on their prey, the flit inverts the inner mouth, drilling into flesh. As the flit delves, feeding from the inside out, it discharges reproductive secretions.

These aberrations reproduce by slaying other creatures. The more they kill, the more swarms they create. Swarm members that live long enough grow

Horror Flit Breeder

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	3 (–4)	10 (+0)	5 (–3)

Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The horror flit breeder can breathe air and water.

Breed. When the horror flit breeder kills a Small or larger creature, a new horror flit swarm emerges from the corpse 1d4 hours later.

Spider Climb. The horror flit breeder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The horror flit breeder makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Reactions

Vomit Swarm (Recharges after a Long Rest). When the breeder drops to half its hit points or fewer, the breeder opens its mouth, and a horror flit swarm emerges in a space within 5 feet of the breeder.

into larger horrors. A breeder has devoured so much that it can spontaneously reproduce, spewing swarms from its mouth.

Unknown Origins. It's unclear where these strange creatures came from or what their purpose is. Some assume they sprang from daemonic ichor. Others theorize they're from beyond the pale, a shadowy place between this world and another.

Salvage

The reaction of most folks who have encountered a horror flit is, "Burn it with fire!" But a handful of naturalists seek out these creatures for a variety of purposes, paying handsomely for samples. Bounties for these creatures in urban areas range from 10 to 100 gp.

Lore

DC 10 Intelligence (Nature): A horror flit has no eyes, but they sense their prey by means of vibrations in the air or in the water. They breed by infesting the flesh of their prey.

DC 15 Intelligence (Arcana): The largest of these creatures, called "breeders" by most, can spit out swarms of their young, especially when the breeder instinctively feels it might die. The creature normally reproduces more slowly, vomiting a new swarm every few days.

Horror Flit Hunter

Small aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 45 (10d6 + 10)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	3 (–4)	10 (+0)	4 (–3)

Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The horror flit hunter can breathe air and water.

Breed. When the horror flit hunter kills a Small or larger creature, a new horror flit swarm emerges from the corpse 1d4 hours later.

Spider Climb. The horror flit hunter can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The horror flit hunter makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Horror Flit Swarm

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 13
Hit Points 54 (12d8)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	3 (–4)	8 (–1)	2 (–4)

Damage Immunities bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The horror flit swarm can breathe air and water.

Breed. When the horror flit swarm kills a Small or larger creature, a new horror flit swarm emerges from the corpse 1d4 hours later.

Spider Climb. The horror flit swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The horror flit swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) piercing damage, or 9 (2d8) piercing damage if the swarm has half of its hit points or fewer.

Horror-out-the-Box

"The motley-clad creature's spindly arms and legs flail wildly as it dashes toward the shrieking child."

Fey Oddity. A fey creature of mischief rather than menace, the horror-out-the-box is so named because of its oddly shaped and distended legs and arms, the colors of its garments along its limbs resembling pleating like a child's toy, as well as its face, colored like a jester wearing a domino mask.

A horror-out-the-box prefers to remain in areas with a strong fey presence, but outside of such environs it can be found in urban areas, where it might easily find its chaotic amusement.

Merry Pranksters. Though the horror-out-the-box is more a prankster than a villain, it shares the cruel sense of humor of many fey. It delights in havoc and chaos, whether by picking a pocket, hitting someone in the back from afar to start a fight, or insulting passersby.

Adroit Tricksters. Because of its incredible jumping abilities and reach, a horror-out-the-box is well-suited to leaping or clambering over any obstacle in its path. Its arms can reach from a distant hiding place to cause trouble.

Treasure Hoarders. A horror-out-the-box enjoys collecting shiny objects, and treasure is no exception. If sufficiently threatened or somehow bested, a horror can be convinced to reveal the location of its prized valuables, though this hoard could be comprised of nearly anything.

Salvage

The corrupting influence of a horror-out-the-box spreads to its treasure. Mixing the coins from a horror's collection with other coins can cause gold to turn to lead or gems to turn to glass. Use your favorite trinket table to randomly create a horror's "hoard." There's a 50% chance that the hoard contains a common or uncommon magic item

Lore

DC 10 Intelligence (History): This creature looks like a perversion of a child's toy, but it's a fey creature that poses a threat to the peace in the area.

DC 15 Intelligence (Nature): A horror-out-the-box has an incredible reach and quick enough reactions to strike those who move carelessly around it.

Horror-out-the-Box

Medium fey, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Skills Athletics +4, Acrobatics +7, Perception +4, Performance +6, Sleight of Hand +7, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages One national language, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spring-Heeled Horror. The horror-out-the-box jumps up to 50 feet with its movement. As a bonus action, it can jump an additional 50 feet.

Thrashing Limbs. The horror-out-the-box has three reactions per round, but it can use only one during any given turn. Any creature that moves into, out of, or within the horror-out-the-box's reach provokes an opportunity attack from the horror.

Actions

Slam. *Melee Weapon Attack*: +7 to hit, reach 30 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Hourglass Widow

"When the clock stops, your time has run out."

Died Waiting. Popularly known as an hourglass widow, these undead are created when legendary heroes perish while waiting for a loved one to return. The anguish of waiting, and of the overwhelming fear of loss, transforms the hero into a monster with the ultimate goal of destroying hope.

Control Time. An hourglass widow has a magical hourglass embedded in its chest that allows it mastery over time. It can speed itself up and ignore a *slow* spell or move freely in a *time stop*.

Blitzing Attack. The widow's ability to manipulate time allows it to unleash a devastating flurry of abilities before others can act.

Salvage

When the sand from the widow's hourglass is mixed with wine, it creates an elixir that when consumed prevents the creature from aging for 2d6 + 10 years. There is enough sand in the hourglass to create an elixir for two creatures. A creature cannot benefit from the sand of an hourglass widow more than once. The sand can be sold for 5,000 gp.

Lore

DC 10 Intelligence (Religion): Hourglass widows are undead who can control time to act more than once a round.

DC 15 Intelligence (Arcana): Hourglass widows are resistant to cold, force, lightning, and necrotic. They are immune to poison and nonmagical attacks.

DC 20 Intelligence (Arcana): Inexplicably, an hourglass widow can affect those trapped in a time stop, imprisonment, or other stasis effect.

Hourglass Widow

Medium undead, neutral evil

Armor Class 14 (18 with mage armor)
Hit Points 187 (22d8 + 88)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	19 (+4)	17 (+3)	22 (+6)

Saving Throws Str +9, Con +10, Int +10, Wis +9, Cha +11
Skills Athletics +9, Arcana +10, Insight +9, Investigation +10, Perception +15
Damage Resistances cold, force, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 25
Languages the languages it knew in life
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Accelerate Through Time (2/Day). The widow takes one additional action.

Master of Time. The widow can choose to be unaffected by effects that modify time or change its speed. The widow can affect others frozen in a *time stop* or other stasis-like effects.

Legendary Resistance (3/Day). If the widow fails a saving throw, it can choose to succeed instead.

Regeneration. The widow regains 25 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of the widow's next turn. The widow's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Turn Resistance. The widow has advantage on saving throws against any effect that turns undead.

Innate Spellcasting. The widow's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At will: *eldritch blast (four beams)*, *expeditious retreat**, *mage armor**, *mage hand*
3/day each: *blight*, *disintegrate*, *haste*, *misty step*, *shield*, *slow*, *see invisibility*
1/day each: *eyebite*, *foresight**, *freedom of movement*, *power word stun*, *teleport*, *time stop*, *wall of force*
*The widow casts these spells before combat.

Actions

Multiattack. The widow uses disintegrating touch and withering gaze.

Disintegrating Touch. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 16 (3d6 + 6) force damage and the target must succeed on a DC 20 Constitution saving throw or have their speed decreased by 15 feet for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effects are culmulative.

Withering Gaze. A creature within 30 feet that the widow can see suffers 21 (6d6) necrotic damage.

Legendary Actions

The widow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The widow regains spent legendary actions at the start of its turn.

Eldritch Blast. The widow casts eldritch blast.

Sudden Rush (2 Actions). The widow teleports to a space it can see within 30 feet and uses disintegrating touch before or after it teleports.

Frozen in Time (3 Actions). All creatures within 20 ft. of the widow must succeed on a DC 20 Constitution saving throw or be paralyzed until the end of the creature's next turn.

Hraptnon

"The magic our wizard used just bounced off the gigantic creature, and as our fighter slashed at it with her sword, the creature's blood spawned even more monsters."

Stillborn Forest Scourge. Enterprising loggers. Hiding bandits. Hardy stonemasons. Treasure hunters. Many attempt to form bases of operation among the gigantic trunks and thick foliage of the Stillborn Forest. And many succeed at establishing thriving bases thanks to the ample bounty that the forest provides. Or at least until the hraptnon finds them. Then it's nothing but blood and screams.

Born of Hag Magic. The hraptnon was born centuries ago, when a coven of hags lairing in the Stillborn Forest used magic to enhance the capabilities of a normal ogre who they'd enchanted to protect them. The coven died out, but the creature lived on to be adopted by another coven, which added more magical enhancements. This cycle continued decade after decade, and the resulting creature grew in size and power. Now the hraptnon is beyond control, with nothing in its soul except for an undying urge to eat those who wield magic.

The Stillborn Heart. The secret of the hraptnon lives buried in the center the Stillborn Forest, beneath a pool of clear water in a grove of magical trees. Magical damage cannot harm the hraptnon while the heart rests in the pool. The grove is guarded by xakalonus the murderous offspring of the hraptnon.

Salvage

A central spike growing from the hraptnon can be fashioned into a spear or lance by a proficient weaponsmith succeeding on a DC 20 Intelligence (Arcana) check. This takes 10 days of work and 1000 gp of components. The spear or lance acts as a *+3 weapon* that does an additional 7 (2d6) force damage on a successful hit. This magical weapon can affect the hraptnon, unlike other magical weapons.

Lore

DC 15 Intelligence (History): The hraptnon lives in the Stillborn Forest, and it has never been seen outside of the forest bounds.

DC 20 Intelligence (Arcana): No magical spells or weapons can hurt the hraptnon, and its blood can spawn creatures known as xakalonus.

DC 25 Intelligence (History): The hraptnon cannot be permanently killed unless its heart, which rests in a magical pool in a grove at the center of the Stillborn Forest, is found and destroyed. This heart, known as the Stillborn Heart, could be sold to a sage for a large sum of gold.

GM Advice: The hraptnon is a great example of a "puzzle monster," a beast that cannot be defeated until its secrets are revealed. Puzzle monsters can be a great deal of fun, especially to challenge extremely powerful parties. Just when the players think they've scored a potentially easy victory, they find that the threat remains.

The key to maximizing the impact of puzzle monsters like the hraptnon is to make sure not to reveal too much information too soon. Make the characters puzzle out the reality behind the monster, using resources and taking time to do so. When they are finally able to fully defeat the creature, their victory will be all the sweeter.

Hraptnon

Gargantuan monstrosity, chaotic evil

Armor Class 18 (natural armor)
Hit Points 264 (16d20 + 96)
Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +11, Dex +9, Con +12, Wis +9
Skills Athletics +11, Perception +9
Damage Immunities all damage from spells; bludgeoning, piercing, and slashing damage from magical weapons
Condition Immunities charmed, exhaustion, frightened, stunned, unconscious
Senses darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the hraptnon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The hraptnon has advantage on saving throws against spells and other magical effects.

Undying. Unless the hraptnon's Stillborn Heart is removed from its pool, the hraptnon's death is temporary. One of its countless xakalonus offspring grows into the hraptnon in 24 hours.

In addition, the hraptnon loses its immunities if the Stillborn Heart is removed from the pool.

Actions

Multiattack. The hraptnon makes three melee attacks: one bite and two claws. Alternatively, the hraptnon can make two spine attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target must succeed on a DC 20 Constitution saving throw or be incapacitated until the end of the hraptnon's next turn.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) slashing damage.

Spine. *Melee Ranged Attack:* +11 to hit, range 60 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage, and the target must succeed on a DC 20 Dexterity saving throw. On a failed save, the target is knocked prone and restrained. The target must escape (DC 20) to remove the restrained condition and be able to stand.

Reactions

Spawn Xakalonus. If the hraptnon takes 20 points of damage or more from a single attack, it can spawn a xakalonus, which appears in a space adjacent to the hraptnon and attacks on the same initiative count as the hraptnon.

Legendary Actions

The hraptnon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hraptnon regains spent legendary actions at the start of its turn.

Claw. The hraptnon makes a claw attack.

Baneful Howl (Costs 2 Actions). The hraptnon casts *bane* as a 3rd level spell (DC 20 to resist).

Life Drain (Costs 3 Actions). One xakalonus within 30 feet of the hraptnon dies. The hraptnon regains hit points equal to half the hit points of the xakalonus that died.

Hunger-Cursed Carnivores

"Simple, peaceful animals turn into something horrifying when they fall prey to the Curse of Ravenous Hunger."

Insatiable Transformation. The Curse of Ravenous Hunger is reviled not only because of its destructiveness, but also due to the horrid transformation of victims. Before such unfortunates mature into their ultimate form, the curse compels them to devour all manner of creatures before the realization that only humanoid flesh fulfills their needs.

The curse isn't limited to people. It can affect animals, including herbivores. Due to the influence of the Beast, these previously docile animals change drastically. They grow fangs and develop bizarre traits to match their new dietary needs.

Carnivorous Cow. Ordinarily, one would never look twice at a dairy cow, but a carnivorous cow's larger horns and sharp hooves warrant attention. These bovines have rows of sharklike teeth but prefer to patiently devour slain prey. It's enough to make a hardy adventurer shudder when hearing a moo.

Dread Llama. The dread llama could never be mistaken for its docile kin. Its woolly coat turns bright, eye-catching red. Weavers prize this vermillion wool.

Edacious Equine. The three-eyed gaze of the fearsome beast known as the edacious equine can addle the mind, preventing escape. The horse's maw resembles that of an alligator more than that of a friendly mare.

Esurient Elephant. The thunderous rumbling sound of a charging elephant bearing down on an enemy is scary enough. An elephant hunting for humanoid flesh and launching quills at its prey through its trunk can drive even the brave to terror.

Salvage

Wealthy epicures prize the meat of hunger-cursed carnivores, claiming it tastes better than anything else. Someone who has proficiency with cook's utensils can carve a beast's choice cuts in 1 hour, or 4 hours for an elephant. This meat fetches 100 gp times the creature's Challenge in the right markets. It spoils in hours if not preserved.

Dread llama wool is worth 25 gp per llama. Someone who has proficiency in Animal Handling or Survival can sheer a slain llama correctly, as can someone who has proficiency with weaver's tools.

Lore

DC 15 Intelligence (Nature): Beasts who fall victim to the Curse of Ravenous Hunger transform into a hunger-cursed carnivore at an intermediate stage of the curse.

Dread Llama

Medium monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (–4)	10 (+0)	5 (–3)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Hunting Cry. The dread llama's cry alerts all other dread llamas within a 300-foot radius. Those llamas can double their speed for 1 minute.

Actions

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Spit. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., one target. *Hit:* 5 (1d6 + 2) acid damage.

Carnivorous Cow

Large monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	2 (–4)	10 (+0)	3 (–4)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Charge. If the carnivorous cow moves at least 20 feet straight toward a creature, the cow can make one hooves attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Edacious Equine

Large monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	2 (–4)	12 (+1)	6 (–2)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Charmed Bite. If the edacious equine hits a charmed target with a hooves attack, it can make one bite attack against the target as a bonus action.

Actions

Multiattack. The edacious equine uses three-eyed gaze and the makes one melee attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Three-Eyed Gaze. The edacious equine blinks its three eyes at one creature it can see within 30 feet of it that can see it. The target must make a DC 12 Wisdom saving throw or become charmed by the equine until the end of the equine's next turn. A creature is restrained while charmed in this way. A successful save makes the target immune to any edacious equine's gaze for 24 hours.

Esurient Elephant

Huge monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	16 (+3)	3 (–4)	12 (+1)	6 (–2)

Senses passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Quill Regrowth. The esurient elephant has eighteen quills. Used quills regrow when the elephant finishes a long rest.

Trampling Charge. If the esurient elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or fall prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Quills. *Ranged Weapon Attack*: +9 to hit, range 30/60 ft., up to two targets. *Hit*: 8 (1d4 + 6) piercing damage and 3 (1d6) poison damage.

Hungerer Beasts

"Those infected with Tears of the Hungerer feel as if they're starving. The disease drives them to look for other beings to bite. Some beasts seem to reach an agreement with the disease, exchanging survival for a mutated carrier form."

Magical Hunger. The disease Tears of the Hungerer can turn a once prosperous area into a wasteland. The affliction mostly affects humanoids, but animals might be infected, too. If so, they grow bolder in their efforts to survive. Herbivore's hunt fleshy prey, and predators raid graveyards to dig up corpses to eat.

Mutated Form. Hungerer beasts don't become how they are by succumbing to the disease. That would be a natural end to these creatures, but little natural remains in them. The body changes to fit the extreme situation, turning a creature once skittish and peaceful into a ravenous predator.

Some hungerer beasts resemble starving animals, with an unhealthy coat and a spark of desperation in their eyes. Others change in monstrous ways, becoming new beasts. As with the hungerer snake and its tail blade, a beast can develop new traits. An attack from such a beast might transmit Tears of the Hungerer.

The change is so drastic that feeding a beast isn't enough to return it to the animal it once was. Only powerful magic can restore a transformed beast. Some hungerer beasts breed their affliction into their offspring. Even greater magic is required to alter that change.

Abnormal Behavior. Hungerer beasts can be different in form, but they are united in their monstrousness and behavior. They are extremely aggressive. Pain doesn't faze them. They face fire and threats with fierceness. It quickly becomes clear to anyone dealing with such a beast that it wasn't created by nature.

Salvage

Someone who has proficiency with alchemist's supplies or a poisoner's kit can use venom harvested from the hungerer snake to create one *potion of poison* that also exposes the drinker to Tears of the Hungerer. Producing the poison takes 2 hours, reagents worth 50 gp, and a successful DC 13 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (Nature): Hungerer beasts change under the influence of the Tears of the Hungerer disease. The infection might not kill, but it makes the animal an extremely aggressive carrier of the illness. Under this influence, even creatures that were once docile become dangerous.

DC 15 Intelligence (Nature): Hungerer beasts leap into battle and can rush prey with incredible speed. The smell of blood can drive some berserk.

Unusual features distinguish a hungerer creature. The bright blue body, crimson head, and daggerlike tail make a hungerer snake easy to identify, for instance.

DC 15 Intelligence (Arcana): Healing magic such as *greater restoration* or mightier healing can restore a hungerer creature to its normal state unless it was bred with the affliction, as hungerer snakes are. Only a *wish* can undo that change.

Hungerer Elk

Large monstrosity, unaligned

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	2 (−4)	12 (+1)	6 (−2)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the hungerer elk can move up to its speed toward a hostile creature it can see.

Tears of the Hungerer. A beast or humanoid that takes damage from the hungerer elk must succeed on a DC 14 Constitution saving throw or contract Tears of the Hungerer, a magical disease. If a creature succeeds on the saving throw, it's immune to the disease for 24 hours. A creature infected with the disease decreases its hit point maximum by 2 (1d4) every 24 hours. If this disease reduces the target's hit point maximum to 0, the target dies and becomes a zombie that also has this trait. This magical disease can be cured only with magic.

Trampling Charge. If the hungerer elk moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 13 Strength saving throw or fall prone. If the target is prone, the elk can make another attack with its hooves against the target as a bonus action

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and Tears of the Hungerer.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and Tears of the Hungerer.

Hungerer Snake

Small monstrosity, unaligned

Armor Class 13
Hit Points 27 (5d6 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	2 (–4)	12 (+1)	3 (–4)

Skills Perception +3, Stealth +5
Senses blindsight 10 ft., passive Perception 13
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the hungerer snake can move up to its speed toward a hostile creature it can see.

Blood Frenzy. The hungerer snake has advantage on melee attack rolls against any creature that doesn't have all its hit points

Tears of the Hungerer. A beast or humanoid that takes damage from the hungerer snake must succeed on a DC 14 Constitution saving throw or contract Tears of the Hungerer, a magical disease. If a creature succeeds on the saving throw, it's immune to the disease for 24 hours. A creature infected with the disease decreases its hit point maximum by 2 (1d4) every 24 hours. If this disease reduces the target's hit point maximum to 0, the target dies and becomes a zombie that also has this trait. This magical disease can be cured only with magic.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and Tears of the Hungerer. If the target is a creature, it must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Tail Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage and Tears of the Hungerer.

Hungerer Wolf

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the hungerer wolf can move up to its speed toward a hostile creature it can see.

Keen Hearing and Smell. The hungerer wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hungerer wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Tears of the Hungerer. A beast or humanoid that takes damage from the hungerer wolf must succeed on a DC 14 Constitution saving throw or contract Tears of the Hungerer, a magical disease. If a creature succeeds on the saving throw, it's immune to the disease for 24 hours. A creature infected with the disease decreases its hit point maximum by 2 (1d4) every 24 hours. If this disease reduces the target's hit point maximum to 0, the target dies and becomes a zombie that also has this trait. This magical disease can be cured only with magic.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and Tears of the Hungerer. If the target is a creature, it must succeed on a DC 11 Strength saving throw or fall prone.

Creating Other Hungerer Beasts

Hungerer beasts are monstrosities that resemble their natural counterparts. A hungerer beast is tougher, which translates to more hit points and stronger attacks. Hungerer beasts are also more aggressive and less likely to flee when wounded. Uniting these monsters is the Tears of the Hungerer trait. Use the creatures here, compared to their animal likenesses, as a guide to creating other hungerer beasts.

Two traits are very appropriate for a hungerer beast.

Aggressive. As a bonus action, the beast can move up to its speed toward a hostile creature it can see.

Blood Frenzy. The beast has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hurrock

"The weapons wielded by the rock-skinned creature grow from the ends of its arms, and blood drips from them."

Rock Cursed. Dwarf warriors are often thought of as tough as stone. But even these stalwart people are vulnerable to powerful curses. Dwarves mention such a cursed warrior in hushed tones among other dwarves. Such a creature, a hurrock, is to be pitied and feared.

When a dwarf is cursed this way, their skin adopts a rocklike texture and hue. Their arms twist and harden, resembling a weapon and shield. The luxuriant beard they cultivated, the pride of any dwarf, becomes like metal wire. Most pronounced among these changes, their head bulges and distends in a mockery of familial great helms, their visage horrifying and unnatural. The mind snaps under the strain as their dwarf essence slowly leeches out of them.

As a hurrock loses touch with their former life, they grow to prefer the safety and solace of the rocky depths. A hurrock burrows ever deeper into solid rock, occasionally coming across mine shafts and underground tributaries. Hurrocks can often be found delving alone, but groups can also form, whether they sought each other out or were cursed together.

Deep Corruption. The cursed rock infecting a hurrock's body grows in strength over time, consuming more humanoid attributes in exchange for greater elemental affinity. An elder hurrock develops beyond any need for food and enters a trance state for four hours in lieu of normal sleep.

Eventually, the curse changes an ancient hurrock into a creature with only the barest resemblance to a dwarf. The hurrock's weapon arm and shield arm have worn to nubs, and the creature can travel quickly on all four limbs. Cursed rock makes up three-quarters of its body mass, and grows larger. Where the hurrock's metal-infused beard once was, there is now a tangle of iron blades and spikes bristling from its jaw. The rock comprising most of its head now covers its eyes, obscuring its vision, so the hurrock relies upon its tremorsense. In its final form, the hurrock no longer sleeps or enters a trance and can't be rendered unconscious.

Salvage

The death of a hurrock causes the cursed stone to crumble and fall away as the curse dissipates. The curse hardens and polishes some of the victim's organs into gemstones. Normal hurrocks yield gems worth 100 gp, elder hurrocks produce gems worth 500 gp, and ancient hurrocks have gems worth 1,000 gp. Jewelers and those schooled in Arcana can recognize these hurrock stones for what they are with a successful DC 15 Intelligence check. Those who recognize the gems might be less or more willing to trade for them, depending on the buyer's taste for cursed objects.

Lore

DC 15 Intelligence (Arcana): Dwarves falling victim to a specific curse of the deep transform into monsters called hurrocks. Only adamantine or magic weapons are fully effective against them. Thunder seriously harms elder hurrocks, much as it does earth elementals.

GM Advice: Hurrocks lack a ranged attack, but their burrow ability more than compensates. Since they are mostly encountered deep underground in tight passageways, hurrocks can simply burrow through solid stone above, beneath, or around enemies until they are in a good position to attack softer targets with melee attacks.

Hurrock

Medium monstrosity, neutral evil

Armor Class 15 (natural armor, shield arm)
Hit Points 60 (8d8 + 24)
Speed 25 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	17 (+3)	7 (–2)	12 (+1)	9 (–1)

Saving Throws Con +5
Damage Resistances poison; bludgeoning, piercing and slashing damage from nonmagical attacks that aren't adamantine
Condition Immunities exhaustion, petrified
Senses darkvision 60 ft., passive Perception 11
Languages one national language, Dwarvish
Challenge 3 (700 XP) **Proficiency Bonus** +2

Harrowed Tunneler. The hurrock can burrow through solid rock at half its burrow speed and leaves a 6-foot-diameter tunnel in its wake. The tunnel is difficult terrain.

Rubble Walker. Difficult terrain composed of rock, rubble, or similar debris doesn't cost the hurrock extra movement.

Actions

Multiattack. The hurrock makes one axe arm attack and one beard attack.

Axe Arm. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Beard. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Reactions

Parry. The hurrock adds 2 to its AC against one melee attack that would hit it. To do so, the hurrock must see the attacker and have its shield arm free.

Elder Hurrock

Medium monstrosity, neutral evil

Armor Class 16 (natural armor, shield arm)
Hit Points 102 (12d8 + 48)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	5 (–3)	11 (+0)	7 (–2)

Saving Throws Con +7
Skills Perception +3
Damage Vulnerabilities thunder
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13
Languages understands Dwarvish and Terran but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Harrowed Tunneler. The elder hurrock can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake. The tunnel is difficult terrain.

Rubble Walker. Difficult terrain composed of rock, rubble, or similar debris doesn't cost the elder hurrock extra movement.

Actions

Multiattack. The elder hurrock makes one axe arm attack, one beard attack, and one shield arm attack.

Axe Arm. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Beard. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Shield Arm. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Reactions

Parry. The elder hurrock adds 3 to its AC against one melee attack that would hit it. To do so, the hurrock must see the attacker and have its shield arm free.

Ancient Hurrock

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	20 (+5)	3 (–4)	11 (+0)	5 (–3)

Saving Throws Con +9
Skills Perception +4
Damage Vulnerabilities thunder
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 30 ft., tremorsense 120 ft. (blind beyond this radius), passive Perception 14
Languages understands Terran but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Charge. If the ancient hurrock moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or fall prone.

Harrowed Tunneler. The ancient hurrock can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake. The tunnel is difficult terrain.

Rubble Walker. Difficult terrain composed of rock, rubble, or similar debris doesn't cost the ancient hurrock extra movement.

Siege Monster. The ancient hurrock deals double damage to objects and structures.

Actions

Multiattack. The ancient hurrock makes one beard attack and two slam attacks.

Beard. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 5) piercing damage. If the target is a creature, it is grappled (escape DC 17). When a creature escapes the beard, the creature takes 4 (1d8) piercing damage. The ancient hurrock can grapple up to two creatures with its beard, but once doing so can attack only those creatures with the beard.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 15 (3d6 + 5) bludgeoning damage.

Inkwalker

"Along your journeys, you may encounter creatures that seem quite familiar, and may beckon you towards them. Always be weary however, as sometimes, the one's beckoning you are more than they seem."

Mimic Heritage. These creatures are cousins to mimics, with shapeshifting abilities that allow them to counterfeit animals. They can't get it quite right, however, as they appear to be covered in an inky substance. This normally leads them to hunt from a distance, hide in plain sight as other objects, and take more animalistic forms. Most can only take the form of Small or smaller creatures, ranging from cats to rats to dogs.

Voices of the Prey. The inkwalker can copy the sounds it hears and those of the prey it consumes to lure its prey into its den. With this, it normally stalks from afar, as its silhouette is convincing, yet its form's details are not. It is also able to speak brief phrases, mimicking people it has heard.

Salvage

Using the ink collected from 5 inkwalkers, a creature proficient in calligrapher's supplies can craft a *scroll of polymorph* with a successful DC 15 Intelligence (Arcana) check. Crafting this item takes 8 hours and costs 100 gp.

Lore

DC 10 Intelligence (Nature): The area around the lair of an inkwalker is full of small animal bones bleached white and stripped of all flesh.

DC 15 Intelligence (History): The inkwalker, being an advanced form of mimic, can take the form of small animals, although they appear to be covered in tar or oil.

DC 20 Intelligence (Arcana): The inkwalker is skilled in its art of deception, and as a result, can ambush prey easily.

Inkwalker

Small monstrosity, neutral evil

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Deception +4
Damage Immunities acid
Condition Immunities prone
Senses passive Perception 10
Languages can mimic sounds it has heard, and from prey it has eaten
Challenge 1 (200 XP) **Proficiency Bonus** +2

Adhesive (All Forms). The inkwalker adheres to anything that touches it. A Large or smaller creature adhered to the inkwalker is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Ambusher. In the first round of a combat, the inkwalker has advantage on attack rolls against any creature it surprised.

Grappler. The inkwalker has advantage on attack rolls against any creature grappled by it.

Mimicry. The inkwalker can mimic sounds it has heard, including voices and animal noises. A creature that hears the sound it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by the inkwalker's Charisma (Deception) check.

Shapechanger. The inkwalker can use its action to polymorph into a CR 1/2 or lower beast or back into its true, amorphous shape. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it dies.

Wall Walker. The inkwalker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d8 + 3) bludgeoning damage. The target is subjected to its Adhesive trait.

Insic

"Don't go blowing into any old instrument without giving it a good look. Might be something in there you'd rather not inhale…"

Bard Enemy. Finding an old instrument can be cause for great excitement for a bard, but an insic quickly puts a damper on that feeling. This undead inhabits abandoned instruments. It jealously guards its silent home, preferring to keep the echoes of long-lost music to itself.

Musical Magic. Many insics are born from the spirits of musicians torn apart by their craft or so dedicated to it that death couldn't stop them. Insics retain a connection to musical magic. They can also overpower the mind of a kindred spirit to perform again for a short time.

Salvage

Insics prefer fine, old instruments that are valuable or would be if restored. Some such instruments are magical.

Lore

DC 15 Intelligence (Arcana): An insic is a mass of shadows that likes to live inside old musical instruments. The best way to check for an insic is to shine a light into an instrument. If shadows persist, an insic could be there.

DC 20 Intelligence (History): An old story tells of a famous musician who performed without rest, barely sleeping or eating for the better part of two years. He passed away from exhaustion. His lyre became the home of an insic soon after. Some suspect he had been possessed by one, perhaps the same one. Others think his spirit became the insic that inhabited his lyre.

Insic

Tiny undead, chaotic neutral

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	13 (+1)	10 (+0)	15 (+2)	17 (+3)

Skills Performance +5, Stealth +5
Damage Vulnerabilities thunder
Damage Immunities necrotic, poison
Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages understands the languages it knew in life but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amorphous. The insic can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The insic's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:
At will: *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*

Turning Endurance. An insic can't be destroyed by effects that turn undead.

Actions

Dissonant Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit*: 8 (2d4 + 3) psychic damage, and the target can't take reactions until the end of the insic's next turn.

Possession (1/Day). One humanoid the insic can see within 5 ft. of it or touching the instrument the insic inhabits must succeed on a DC 13 Charisma saving throw or be possessed by the insic. The insic then disappears, and the target is incapacitated and loses control of its body. The insic controls the body but doesn't deprive the target of awareness. The insic has total cover from effects that originate outside the target other than those that turn undead. It retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The target can repeat the saving throw at the end of each of its turns, ending the possession on a success, but if the insic remains for 1 minute, the target can no longer repeat the saving throw. Otherwise, the possession lasts until the target drops to 0 hit points, the insic ends it as a bonus action, or the insic is turned or forced out. When the possession ends, the insic reappears in an unoccupied space within 5 feet of the body. The target is immune to the Possession of any insic for 24 hours after succeeding on the saving throw or after the possession ends.

Ithjar

"It takes mere moments for an ithjar to transform from a kite-like swirl of gray and red in the distance to a menace of snapping teeth."

Airborne Ophidian. An ithjar is a monstrous, snakelike flying predator. It writhes through the clouds seeking prey with vision that rivals that of a raptor. Once an ithjar locates a potential meal, the ithjar flies in a strange, swirling fashion, reminiscent of a long-tailed kite. As the ithjar closes in, that curious flying pattern becomes a whirlwind of violence and death.

Rows of slashing teeth line the crocodilian mouth of an ithjar. These fangs flay flesh from bone and can penetrate strong armor.

Writhing Foe. Opposite the ithjar's mouth is a tail studded with spiked fins. The ithjar uses this tail to lash or ensnare prey. An ithjar's lithe form and chaotic movement allows it to evade and confuse foes. But that's not the only danger.

The monster is hard to catch, escaping from a hold almost as quickly as a foe can wrestle it. An ithjar can quickly turn the tables on an enemy intent on capturing it. Its constricting coils can be as deadly as its bite.

Stormborn Scourge. Ithjars have been seen hunting alone, in small groups, and in packs. Such packs have been described as a glistening hurricane of scales, teeth, and blood. But far worse than the common ithjar is the stormborn ithjar. Those monsters add to their ferocity with the elemental powers of a storm.

Salvage

Ithjar teeth and hide can fetch a fair price in larger markets. Necklaces and other decorations can be made from the teeth, and clothing can be fashioned from the skin and scales. Popular superstition says wearing ithjar teeth or hide imparts some of the creature's nimbleness to the wearer. This belief isn't wholly true, but someone who has proficiency with leatherworker's tools can make hide armor from the hide that has a base AC of 13 and allows a wearer to apply their full Dexterity bonus to AC. Creating this armor takes 10 days. Such hide armor fashioned from a stormborn ithjar is *armor of resistance*

Ithjar

Large monstrosity, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	3 (–4)	10 (+0)	5 (–3)

Skills Acrobatics+8, Perception +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Sight. The ithjar has advantage on Wisdom (Perception) checks that rely on sight.

Slippery Serpent. The ithjar has advantage on ability checks and saving throws made to escape a grapple or saving throws to avoid being paralyzed or restrained.

Actions

Multiattack. The ithjar attacks once with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the ithjar can't use its tail on another target.

Reactions

Writhing Escape. When grappled, the ithjar can attempt to escape.

Stormborn Ithjar

Huge monstrosity, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	19 (+4)	3 (–4)	12 (+1)	5 (–3)

Skills Acrobatics +9, Perception +5
Damage Immunities lightning, thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Keen Sight. The stormborn ithjar has advantage on Wisdom (Perception) checks that rely on sight.

Slippery Serpent. The stormborn ithjar has advantage on ability checks or saving throws made to escape a grapple and saving throws to avoid being paralyzed or restrained.

Actions

Multiattack. The stormborn ithjar attacks once with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage and 9 (2d8) lightning damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and 7 (2d6) thunder damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the stormborn ithjar can't use its tail on another target.

Storm Breath (Recharge 5–6). The stormborn ithjar exhales a 30-foot cone of lightning and thunder. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 31 (7d8) lightning damage and 31 (7d8) thunder damage and falls prone. If the save succeeds, the creature takes half the lightning and thunder damage and doesn't fall prone. The discharge of this breath weapon is audible for 1 mile outside and 300 feet inside.

Reactions

Writhing Escape. When grappled, the stormborn ithjar can attempt to escape.

(lightning and thunder). This armor takes no longer to make, but it requires other materials worth 2,000 gp.

The central fang of a stormborn ithjar can be fashioned into a *javelin of lightning* that deals 2d8 lightning damage and 2d8 thunder damage instead of only 4d6 lightning damage. A creature hit by the javelin must also succeed on a DC 13 Strength saving throw or fall prone. Someone who has proficiency with smith's tools can make this weapon with 10 days of work and other materials worth 250 gp. Somebody must also cast *thunderwave* on the weapon three times during its creation.

Lore

DC 10 Intelligence (Nature): Ithjars are fast-moving ferocious fliers, but the more powerful of these flying serpents are imbued with the power of storms and can exhale lightning and thunder.

DC 15 Intelligence (History): It's difficult to capture an ithjar. They slither out of an enemy's clutches and other restraints quickly and easily.

DC 20 Intelligence (Arcana): The stormborn ithjar is immune to lightning and thunder, allowing it to travel within storm clouds.

Jespaith

"When the ground becomes corrupted with violence and sin, it rises into a great stain of hate and brutality. Cloying with corruption, this jangle of stone and bones chews up the land and seeks to destroy living creatures in the area."

Manifested Corruption. Rising from corrupted earth like a tornado of blight and decay, a jespaith is a haze of poison swirling around the fossilized bones of ancient horrors. The buzzing, clanking mess seethes across the landscape, then burrows under the earth, only to reach up again to sow destruction. It moves like a strange, clawed serpent, sometimes splitting into tails and sections to reach its prey.

Scarred Landscape. As the jespaith moves across the land, it damages all in its path. Burrowing in and out of the soil, it scars the landscape. Rocks and boulders lurch up from unknown depths, foliage turns dry and black, and the jespaith ploughs the ground, transforming it into a jumble of dirt, rock, and devastation.

Vicious Destroyer. It's believed that the jespaith is the strange incarnation of a fouled stretch of land. It's an embodiment of poison, hate, and maybe infernal reagents given a semblance of life to despoil the earth further. Once it has risen, a jespaith doesn't end its destruction until brave heroes put it down.

Cloying Poison. While physically powerful, the jespaith is also a creature of poison and decay. A sickly haze clings to the creature in an effluvium of poison and corrupted, biting insect corpses. A jespaith can spew a jet of the congealed vapors as a concentrated acidic poison. Other times, this horror engulfs creatures within its body, gnashing them apart with its stone skeleton while allowing its poison to work.

Undead Nature. A jespaith doesn't require air, food, drink, or sleep.

Salvage

Many collectors of bizarre objects prize the fossils that make up a jespaith's skeleton, and poisoners and alchemists covet them for deadlier purposes. Grinding jespaith bones and adding them to poison increases the poison's saving throw DC by 1. One jespaith can produce 10 doses of such powder. Two doses can affect one poison with a cumulative DC increase, but further additions of the powder have no further effect.

Lore

DC 10 Intelligence (Arcana): The jespaith is immune to acid, necrotic, and poison damage but vulnerable to radiant damage.

DC 15 Intelligence (Nature): The jespaith turns the ground around it into broken shards and upturned earth, making the monster easy to track.

DC 20 Intelligence (History): Not only can the jespaith spit a caustic stream of poison, but it can also grab and engulf creatures within its mass, crushing them with its strange, rocky skeleton and dissolving their flesh with acid.

Jespaith

Gargantuan undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 279 (18d20 + 90)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	6 (–2)	12 (+1)	4 (–3)

Damage Vulnerabilities radiant
Damage Immunities acid, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Corruption Aura. The jespaith corrupts the area around it, poisoning the air, filling it with biting undead insects, and sundering the ground. Any creature that starts its turn within 20 feet of the jespaith takes 5 (2d4) piercing damage and 5 (2d4) poison damage. The creature must succeed on a DC 18 Constitution saving throw or become poisoned until the start of its next turn. On the ground, this area is difficult terrain and remains so when the jespaith moves on.

Rock Breaker. The jespaith can burrow through solid rock at half its burrow speed, but it leaves behind rubble rather than a tunnel.

Siege Monster. The jespaith deals double damage to objects and structures.

Turn Immunity. The jespaith is immune to effects that turn undead.

Actions

Multiattack. The jespaith makes two slam attacks. It can replace any attack with engulf.

Slam. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 23 (3d10 + 7) bludgeoning damage and 10 (3d6) poison damage. If the target is a creature, it is grappled (escape DC 20). The jespaith can grapple up to four creatures at a time.

Engulf. Each Huge or smaller creature grappled by the jespaith must succeed on a DC 20 Strength saving throw or be pulled into the jespaith's body. An engulfed target is blinded, restrained, unable to breathe, and has total cover from effects that originate outside the jespaith. At the start of each of the jespaith's turns, each engulfed creature takes 23 (3d10 +7) bludgeoning damage and 10 (3d6) acid damage. The jespaith can hold only one Huge creature, two Large creatures, or up to eight Medium or smaller creatures inside it at a time.

An engulfed creature can try to escape by taking an action to make its choice of a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes and uses 10 feet of movement to enter a space of its choice within 5 feet of the jespaith.

If the jespaith dies, an engulfed creature is no longer restrained by it and can escape from the remains by using 10 feet of movement.

If a creature dies inside the jespaith, the creature's body breaks up inside the jespaith. The jespaith keeps inside it anything the dead creature wore or carried.

Spit (Recharge 5–6). The jespaith spits poison and acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 18 (4d8) acid damage and 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Keppmir

"Sailors are warned to be wary when they sail near Thrull in the cold north of Grarjord. It's not the people above the water that they worry about, but what hides under unusually warm waters."

Harsh Origins. Hundreds of years ago, the clan Keppmir tried to make a living off the unyielding land. The settlers found meager fishing and game, few crops could grow, and little wood made the cold a daily challenge. After ten seasons, the king of the clan turned to praying to Gormadraug. He encouraged his people to do so, thinking that the Great Prismatic Wyrm would be impressed with their dedication and fervor.

The prayers were heard, but the people were deceived. A powerful daemon appeared and claimed to be the avatar of Gormadraug. The king pleaded with the avatar, asking to keep his people warm and fed. The price was high—the avatar demanded all the children of the settlement. The people thought that they could renegotiate for the children once they were comfortable, and an agreement was reached.

Horrid Transformation. Each member of the clan clasped arms with the avatar. At the last, as the king gripped the avatar, hope quickly changed to pain. The people fell to the ground, clutching their legs as they transformed into long, fishlike tails. Chains sprang from the ground and wrapped tightly around each lower torso, embedding into the red scales. Four horns sprouted from every head, and their teeth grew into fangs.

As they felt suffocation creeping in, the avatar directed them to the water. It calmly explained they would always be warm in the water. They could eat anything, including each other, to make sure that they were never lacking in food. The avatar granted them long lives to remember the price they paid.

Infernal Predators. Memory of the Keppmir clan faded, leaving only monsters behind. The king and his people actively hunt in the northern waters, devouring anything that crosses their path, including unfortunate sailors.

Most keppmirs wait for their elite hunters to attack. These stalkers are skilled warriors and wear armor from whale bones. They have mastered hiding in dark waters, and they coordinate attacks on large ships, closing in silently and communicating with hand gestures. When the stalkers attack, other keppmirs dive after meat falling to the ocean floor.

Keppmirs are capable of speech and might negotiate. But the influence of their infernal contract has twisted them into beings loath to enter bargains.

Keppmir King. The Keppmir King lives on. His tribe has ebbed and flowed over the years, but he hasn't aged. He vacillates between pride in keeping his tribe alive and the guilt of the price they paid. But if any of his people are harmed, he reacts brutally.

Keppmir

Medium humanoid (keppmir), lawful evil

Armor Class 11 (leather armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3, Perception +2, Stealth +2
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 12
Languages Valikan
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Heated Body. A creature other than a keppmir that ends its turn grappling or grappled by the keppmir takes 1 fire damage.

Water Breathing. The keppmir can breathe only underwater. In air, it can hold its breath for 10 minutes.

Actions

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Salvage

Brave sailors hunt keppmirs for their horns. Someone who has proficiency with alchemist's supplies can use one horn combined with other reagents, including dried seaweed from the Sea of Turmoil, to create a *potion of glacial resistance* (see chapter 4). Creating the potion requires 4 hours of work and a successful DC 13 Intelligence (Arcana) check.

The ancient *Crown of the Keppmir King* (see chapter 4) has never been removed from his massive horns. Anyone who could defeat the leader could claim this prize.

Lore

DC 10 Intelligence (History): The story of the Keppmir clan is known to many.

DC 15 Intelligence (Nature): A keppmir has a heated body, which provides them with some resistance to the cold. Although they attack ships and coastal settlements, they can't breathe air.

GM Advice: Because of their need to breathe water, keppmir are less of a threat on land. If you want to make them a larger threat, make them amphibious instead. Additionally, if they ever gained access to magic that allowed them to breathe air, this could pose the same threat.

Providing weapons that can also grapple on a successful attack, like some form of barbed spear, would allow keppmir to not only do extra fire damage, but also hold enemies underwater and provide a drowning risk.

Keppmir Stalker

Medium humanoid (keppmir), lawful evil

Armor Class 15 (bone breastplate)
Hit Points 58 (9d8 + 18)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Athletics +4, Perception +3, Stealth +3
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 13
Languages Valikan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. The keppmir stalker has advantage on attack rolls against any creature it has surprised.

Battle Rush. If the keppmir stalker takes the Dash or Disengage action, it can use a bonus action to make a gore attack.

Heated Body. A creature other than a keppmir that ends its turn grappling or grappled by the keppmir stalker takes 1 fire damage.

Water Breathing. The keppmir stalker can breathe only underwater. In air, it can hold its breath for 15 minutes.

Actions

Multiattack. The keppmir stalker makes two attacks.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Keppmir King

Medium humanoid (keppmir), lawful evil

Armor Class 17 (bone half plate)
Hit Points 97 (13d8 + 39)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Con +6, Wis +3
Skills Athletics +6, Intimidation +5, Perception +3
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 13
Languages Valikan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Battle Rush. If the keppmir king takes the Dash or Disengage action, he can use a bonus action to make a gore attack.

Brutal Attacks. When the keppmir king scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brute. A melee weapon deals one extra die of its damage when the keppmir king hits with it (included in the attacks).

Heated Body. A creature other than a keppmir that ends its turn grappling or grappled by the keppmir king takes 2 (1d4) fire damage.

Magic Weapons. The keppmir king's weapon attacks are magical.

Water Breathing. The keppmir king can breathe only underwater. In air, he can hold his breath for 20 minutes.

Actions

Multiattack. The keppmir king makes three attacks.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Knifetooth Horde

"The brutes grin, revealing teeth honed to a vicious point, as they lope through the fields at the edge of civilization."

Survival by Slaughter. When strife strikes the wilds of Etharis, those living in the wilderness retreat to urban areas. Those unwilling or unable to flee to safety do what's necessary to survive. Most survive through cooperation and luck. Occasionally, however, a group embraces malevolent forces to stay alive. The Knifetooth Horde is one of those latter entities.

The Knifetooth Horde isn't a name chosen by those within the horde. Most speak no language more sophisticated than grunts and gestures. The Knifetooth gained their name through the filing of their teeth to better eat raw meat. A raving band of homicidal brutes, they slaughter any who come into their territory, devouring their kills. It's hard to mistake members of the horde—they ritualistically flay, mutilate, and pierce themselves and one another.

Might Makes Right. Most members of the Knifetooth Horde are warriors. Hunters, who work in small groups, range along the unofficial borders of Knifetooth territory, looking for prey. Among the hunters are a few slayers, wild and fearless fighters inured to pain. They battle as if their purpose in life is to bring ruin to anyone or anything outside the horde.

Rarely, a leader who has retained basic language skills and the ability to command fear and respect surfaces among the Knifetooth Horde. Such warlords serve as captains for raiding parties, if the Knifetooths used such terms.

Even more rare than warlords, the only Knifetooths to command magic are called firebrands. No one knows exactly how these warlocks manage to gain their control of their purple-tinged fire, but they have learned to use their eldritch powers to great destructive effect.

Salvage

The tattered, scorched leathers of a Knifetooth firebrand can become infused with magic. Cleaning and fitting them takes someone who has proficiency with leatherworker's tools 5 days and materials worth 250 gp. The finished armor is *studded leather armor of resistance* (fire) that also confers a +1 bonus to AC.

Lore

DC 10 Intelligence (History): Members of the Knifetooth Horde are the remnants and descendants of those who have given into the malevolent supernatural forces of Etharis to survive. They are brutal warriors, and their warlocks control mystical violet fire.

Knifetooth Warlord

Medium humanoid, chaotic evil

Armor Class 16 (studded leather, shield)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	7 (–2)	13 (+1)	14 (+2)

Skills Athletics +6, Intimidation +5, Perception +4
Condition Immunities charmed, frightened
Senses passive Perception 14
Languages one national language
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brutal Inspiration. The Knifetooth warlord can use a bonus action to let out a battle cry. Knifetooth Horde members who can see or hear the warlord gain advantage on saving throws until the start of the warlord's next turn. Effects of the cry end if the warlord becomes incapacitated or dies.

Lunge (1/Turn). As part of one melee attack, the Knifetooth warlord extends its reach by 5 feet.

Actions

Multiattack. The Knifetooth warlord makes three spear attacks.

Spear. *Melee Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage.

Warlord Strike (Recharge 5–6). The Knifetooth warlord makes two spear attacks. The warlord can use a bonus action to direct another Knifetooth Horde member who can see or hear the warlord to attack a target the warlord attacked this turn. That Knifetooth Horde member can use a reaction to make the attack, adding the warlord's proficiency bonus to the damage roll.

Knifetooth Hunter

Medium humanoid, chaotic evil

Armor Class 15 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	5 (–3)	12 (+1)	5 (–3)

Skills Acrobatics +5, Perception +3, Stealth +5, Survival +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Devious Warrior. The Knifetooth hunter can use a bonus action to make an extra handaxe attack or to take the Dash, Disengage, or Hide action. To make the extra attack, the hunter must have a handaxe in each hand. The hunter carries several axes for this use and for throwing.

Sneak Attack (1/Turn). The Knifetooth hunter deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hunter that isn't incapacitated, and the hunter doesn't have disadvantage on the attack roll.

Actions

Handaxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage, or 3 (1d6) slashing damage if the attack was made using a bonus action.

Knifetooth Slayer

Medium humanoid, chaotic evil

Armor Class 13 (ragged clothing)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (–3)	13 (+1)	5 (–3)

Saving Throws Wis +3
Skills Athletics +5, Survival +3
Senses passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brutal Attacks. When the Knifetooth slayer scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Reckless. At the start of its turn, the Knifetooth slayer can gain advantage on melee weapon attack rolls until the start of its next turn, but attack rolls against it have advantage until then.

Actions

Multiattack. The Knifetooth slayer makes two greatsword attacks

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Greatsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Knifetooth Firebrand

Medium humanoid, chaotic evil

Armor Class 13 (studded leather armor, 14 with aura)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	15 (+2)	7 (–2)	13 (+1)	16 (+3)

Skills Arcana +0, Perception +3, Survival +3
Damage Resistances fire
Senses passive Perception 13
Languages one national language
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Fiery Grasp. *Melee Spell Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) fire damage, and the Knifetooth firebrand can make the flames leap from the target to another target up to 20 feet away, dealing that target 3 fire damage.

Fire Bolt. *Ranged Spell Attack*: +5 to hit, range 120 ft., one target. *Hit*: 19 (3d10 + 3) fire damage.

Firebrand Aura (Recharges after a Short or Long Rest). The Knifetooth firebrand surrounds itself with an aura of violet flame, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. These flames increase the firebrand's AC by 1. Whenever a creature within 10 feet of the firebrand hits it with an attack, the flames leap to the attacker, dealing that attacker 5 (2d4) fire damage. Violet flame outlines a creature struck by this fire, so the creature gains no benefit from being invisible until it leaves the aura. This aura lasts for 10 minutes, until the firebrand uses this action again, until the firebrand is incapacitated or dies, or until the firebrand uses a bonus action to end it.

Reactions

Terrifying Flames. When the Knifetooth firebrand deals a creature fire damage, the firebrand can force that creature to make a DC 13 Wisdom saving throw. On a failure, the creature becomes frightened of the firebrand until the end of the creature's or the firebrand's next turn, whichever comes later.

Kokela

"If its hum can kill while it's still asleep, imagine what it could do if it wakes up."

Apocalypse Altar. A living shrine listening for a long-lost melody, the kokela sleeps, waiting for the one who returns that song. This mysterious tune can kill, but only the kokela—this song's creator—can use it to bring about the end of all things.

Corrupted Call. During the kokela's slumber, it emits a hum that kills anything nearby and eventually cracks stone and softens the earth. This vibration can also call an individual on the same plane as the kokela to find the kokela's lost song.

Such a "chosen one" relentlessly seeks the song and anything that can aid in the search, from knowledge to wealth. When the task is complete, the kokela's hum guides the chosen one to it. In the kokela's presence, the chosen one succumbs to the kokela's dream. Thereby, the chosen one gains an audience with the slumbering aberration to remind it of the apocalypse song.

Then, the kokela sings in the end of the world.

Salvage

Upon defeat, the kokela and its dream disappear, revealing its true form, a *malleus macabre* (see chapter 4), a blunt, jagged, bonelike object that jitters and peeps. A mortal can use this object, but it is a testament to the kokela. The kokela can be defeated, but it can never truly die.

Lore

DC 15 Intelligence (Arcana): The kokela is the remains of some long-dead or absent being. It slumbers, but it affects the world around it with its dreams, creating a nightmare landscape. The kokela also reverberates with a hum that can kill creatures and damage objects.

DC 20 Intelligence (Arcana): Using magic on the kokela is risky. It can reflect at the caster, or the kokela might dream it out of existence. The kokela can suddenly disappear and reappear elsewhere in its bizarre environment.

DC 25 Intelligence (History): Tales tell of a priest who silenced the kokela for a time by rendering it unable to hear.

GM Advice: The kokela is an entity that is a mere reflection of the horror brought by the Aether Kindred, but that doesn't mean it isn't powerful. Living creatures in the vicinity of the slumbering kokela are constantly agitated, as the hum of the kokela's song slowly eats away at their psyches. Characters may find creatures in this area more hostile than normal. Also, the "chosen one" does anything in its power to find the source of the song.

Kokela

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 410 (20d20 + 200)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (–2)	30 (+10)	15 (+2)	18 (+4)	21 (+5)

Saving Throws Int +9, Wis +11, Cha +12
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, grappled, incapacitated, paralyzed, poisoned, restrained, stunned
Senses truesight 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Nightmare Aura. Terrain within 150 feet of the kokela looks like whatever horrid, squirming vista the kokela currently dreams. Each creature that enters the aura for the first time or starts its turn there must succeed on a DC 20 Wisdom saving throw or become frightened until the start of its next turn. Within 20 feet of the kokela, a creature takes 11 (2d10) psychic damage and can move at no more than half its speed.

The nightmare aura doesn't match reality and can conceal danger, so those moving through the terrain see through the illusion if they use an action and succeed on a DC 20 Intelligence (Investigation) check to examine the area. Those who succeed on this check see the dream world vaguely superimposed over the real terrain. Such creatures have advantage on saving throws against the aura's frightening effect and against the Alien Sun legendary action.

If a creature drops to 0 hit points in the aura, one of its ears detaches and flies away.

Eldritch Distortion. Each time the kokela is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 3, the kokela is affected normally. On a 4 to 6, the effect rebounds at the caster as if it originated from the kokela.

Eternal Slumber. The kokela is unconscious but can sense its surroundings and take actions, bonus actions, legendary actions, and reactions while in this state. It seldom speaks in this state, but it can.

Sound Reliant. While the kokela is deafened, it has disadvantage on attack rolls, and it can't use Hum or Swarm Song.

Legendary Resistance (3/Day). If the kokela fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The kokela makes two slam attacks and uses hum.

Slam. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 25 (5d8 + 3) bludgeoning damage.

Hum. Each creature within 60 feet of the kokela must make a DC 20 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one. This vibration transcends hearing, and so magical silence and being unable to hear don't protect a creature.

Reactions

Counterspell. When a creature within 60 feet of the kokela casts a spell of 5th level or lower, that spell fails and has no effect. The kokela makes a Charisma check (DC 10 + the spell's level) to counter higher-level spells.

Legendary Actions

The kokela can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kokela regains spent legendary actions at the start of its turn.

Attack. The kokela makes one slam attack.

Dream Movement. The kokela teleports up to 60 feet. It can arrive in spaces other creatures occupy, and each of those creatures is shunted to the nearest unoccupied space within 5 feet of the kokela.

Swarm Song (Costs 2 Actions, Recharge 6). The kokela calls for a swarm of ears. The swarm rolls initiative and arrives on that initiative the next round in an unoccupied space 90 feet from the kokela.

Alien Sun (Costs 3 Actions, 1/Day). An alien sun rises in the kokela's aura. Each creature in that area must make a DC 20 Constitution saving throw. On a failure, a creature takes 39 (6d12) radiant damage and is blinded for 1 minute. If the save succeeds, the creature takes half as much damage and isn't blinded. A blinded target can repeat the saving throw at the end of each of its turns, ending the blinded condition on itself on a success.

Laethlyn

"Only the desperate would call on the 'mercy' of the Laethlyn. She has none. And if she decides that you've committed a crime against the land she protects, you may suffer a worse fate than any you were trying to escape."

Defender of Nature. The Laethlyn, a powerful fey creature that works outside the politics of the fey courts, is deeply connected to the natural spaces of Etharis. They brook no intrusion by those who do not have those same interests at heart. The Laethlyn tends to plants and beasts of the wilderness, raising them to be both companions and defenses against incursions by the so-called civilized world. They also attempt to heal those creatures who've succumbed to the mutating powers of the Beast. However, if healing is impossible, they consider a quick death a mercy and an obligation. They also see lycanthropes and undead as abominations that need cleansing off the face of Etharis.

Druidic Knowledge. After generations of walking the isolated forests of Etharis, the Laethlyn is a source of much esoteric lore. To those who prove themselves allies, rather than threats, the Laethlyn could be an unparalleled source of knowledge and history for druids and others who want a deeper understanding of the natural world or the things that endanger it.

Beautiful and Dangerous. The Laethlyn appears as a lithe elven form with delicate antlers and the light fur of a deer. Closer examination, however, reveals that their fur hides strong vines and barbed thorns, which are devastating when used as weapons.

The Laethlyn

Medium fey, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 176 (32d8 + 32)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	16 (+3)	22 (+6)	17 (+3)

Saving Throws Int +9, Wis +12, Cha +9
Skills Acrobatics +10, Animal Handling +12, History +9, Nature +9, Perception +12
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses darkvision 120 ft., truesight 60 ft., passive Perception 22
Languages Druidic, Primordial, Sylvan, three other languages
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Innate Spellcasting. The Laethlyn's spellcasting ability is Wisdom (spell save DC 20). They can innately cast the following spells, requiring no material components:
At will: *barkskin*, *commune with nature*, *detect magic*
3/day each: *entangle*, *wall of thorns*
1/day each: *awaken*, *heal*

Legendary Resistance (3/Day). If the Laethlyn fails a saving throw, they can choose to succeed instead.

Magic Resistance. The Laethlyn has advantage on saving throws against spells and other magical effects.

Nature Speech. The Laethlyn can understand and be understood by all plants and beasts.

Wrath of Nature. The Laethlyn's weapon attacks are magical.

Actions

Multiattack. The Laethlyn makes three vine strike attacks.

Vine Strike. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one or two targets. *Hit*: 22 (3d10 + 6) bludgeoning damage.

Thorn Spray. A barrage of sharp thorns sprays from the Laethlyn in a 30-foot cone. Each non-plant creature in the area must make a DC 20 Dexterity saving throw, taking 28 (4d10 + 6) piercing damage on a failed save and have their speed reduced by 10 feet for 1 minute. Any creature succeeding on the save takes half as much damage and suffers no reduction of its speed. The speed reduction is cumulative, and a creature's speed returns to normal if they receive magical healing while affected by the reduction.

Legendary Actions

The Laethlyn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Laethlyn regains spent legendary actions at the start of their turn.

Teleport. The Laethlyn magically teleports, along with any equipment they are wearing or carrying, up to 90 feet to an unoccupied space they can see.

Capture (Costs 2 Actions). Vines attempt to grasp at a single target the Laethlyn can see within 120 feet. The target must make a DC 20 Dexterity saving throw or be grappled and restrained by the vines (escape DC 15). The Laethlyn can only have two creatures so captured at any given time.

Rejuvenate (Costs 3 Actions). The Laethlyn can root themself in the ground beneath her, reducing their speed to 0 until they teleport or use an action to uproot themself. While rooted, healing energy surges into them, allowing them to regain 30 hit points at the start of each of their turns. Any beast allies within 30 feet of the of the Laethlyn regain 30 hit points when they take this legendary action.

Salvage

Rumors in ancient texts have it that planting the Laethlyn's heart in soil that has never been trodden upon by mortal foot and watering it daily for 30 days will grow a single sapling of great power. Any druid that subsequently expends 10 spell slots of 4th level or higher on the living sapling can magically shape it into a *staff of the woodlands*.

Lore

DC 10 Intelligence (History): The old forests are sometimes protected by powerful fey like the Laethlyn, and travelers who enter without permission are often never heard from again.

DC 15 Intelligence (Nature): Magical plants like thunderblossoms and lightning vines are sometimes grown by the fey as a form of defense against intrusions into their domain.

DC 15 Wisdom (Animal Handling): Intelligent beasts are often companions of druids and fey creatures, which sometimes awaken them fully into sentient beings. The Laethlyn surrounds themselves with such creatures.

DC 20 Intelligence (Nature or History): The Laethlyn has lived for centuries and has destroyed more than a few mortals, celestials, and fiends who sought their fealty.

DC 25 Intelligence (Nature): The Laethlyn supposedly knows where to find nature artifacts of great power that were hidden in their woods long ago. What properties these artifacts have is something only they know.

Laneshi

"An empire beneath the waves. A reflection of the lands above. The laneshi see that contrast, among others, and they value it. Maybe too much."

Imperial People. The laneshi call their domain the Llana'Shi Empire. For most of its history, the leaders of the empire showed no interest in the activities of surface-dwelling peoples or the events of the surface world. Recently, this reluctance to engage with the world above the waves has changed, and agents of the empire go to air-covered lands with increasing regularity. The true purpose of these expeditions is unknown even to most laneshi.

Caste Bound. Pale humanoids from under the sea, laneshi are a rare sight on land. On the ocean's floor, the laneshi built an empire that runs on a philosophy of absolutes and necromantic magic. This empire divides its citizens into a warrior caste and mystic caste. Warriors have dominion over all that lives while mystics have responsibilities related to the dead and objects that never lived.

Caste membership is determined at birth and dictates much about the life of a laneshi. Despite the caste names, their functions are much more expansive. Warriors form the bulk of the Llana'Shi Empire's army, but they also serve as the empire's diplomats. They are responsible for raising children, animal husbandry, and negotiating trade with others. Mystics serve society as loremasters, undertakers, and artisans.

Necromancer Twins. Each laneshi necromancer is a twin. The older of the two is allowed to live while the younger twin is sacrificed and has its spirit bound to the

Laneshi Soldier

Medium humanoid (laneshi), any alignment

Armor Class 15 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3, Athletics +4, Perception +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Laneshi and one other language
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The laneshi soldier can breathe air and water.

Beast Whispers. The laneshi soldier can innately cast *speak with animals*. Its spellcasting ability for this spell is Wisdom.

Skirmisher. The laneshi soldier can take a bonus action to take the Disengage action.

Actions

Multiattack. The soldier makes two melee attacks.

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Laneshi Necromancer

Medium humanoid (laneshi), any alignment

Armor Class 16 (breastplate, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	15 (+2)

Skills Arcana +4, Medicine +6, Religion +4
Damage Resistances psychic
Senses darkvision 60 ft., passive Perception 13
Languages Laneshi and one other language
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The laneshi necromancer can breathe air and water.

Beast Whispers. The laneshi necromancer can innately cast *speak with animals*. Its spellcasting ability for this spell is Wisdom.

Death Strike (Recharges after a Short or Long Rest). When the laneshi necromancer hits with a melee attack, in addition to that attack's effects, the target takes 27 (5d10) necrotic damage. A humanoid slain by this damage rises at the start of the necromancer's next turn as a zombie under the necromancer's command.

Duality of Spirit. The laneshi necromancer has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Necrotic Mastery. Resistance to necrotic damage is ineffective against necrotic damage the laneshi necromancer deals.

Spellcasting. The laneshi necromancer is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The necromancer has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *light*, *mending*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *bane*, *bless*, *guiding bolt*, *healing word*
2nd level (3 slots): *enhance ability*, *hold person*, *lesser restoration*, *silence*
3rd level (3 slots): *animate dead*, *mass healing word*, *revivify*, *spirit guardians*
4th level (3 slots): *blight*, *control water*, *death ward*, *divination*
5th level (2 slots): *greater restoration*, *scrying*
6th level (1 slot): *harm*

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 4 (1d8 + 1) piercing damage if used with two hands to make a melee attack, and 9 (2d8) necrotic damage.

living one. This connection with the dead grants these mystics an intuitive grasp of necromantic magic. Laneshi culture has no taboos against such magic. Undead frequently accompany laneshi mystics.

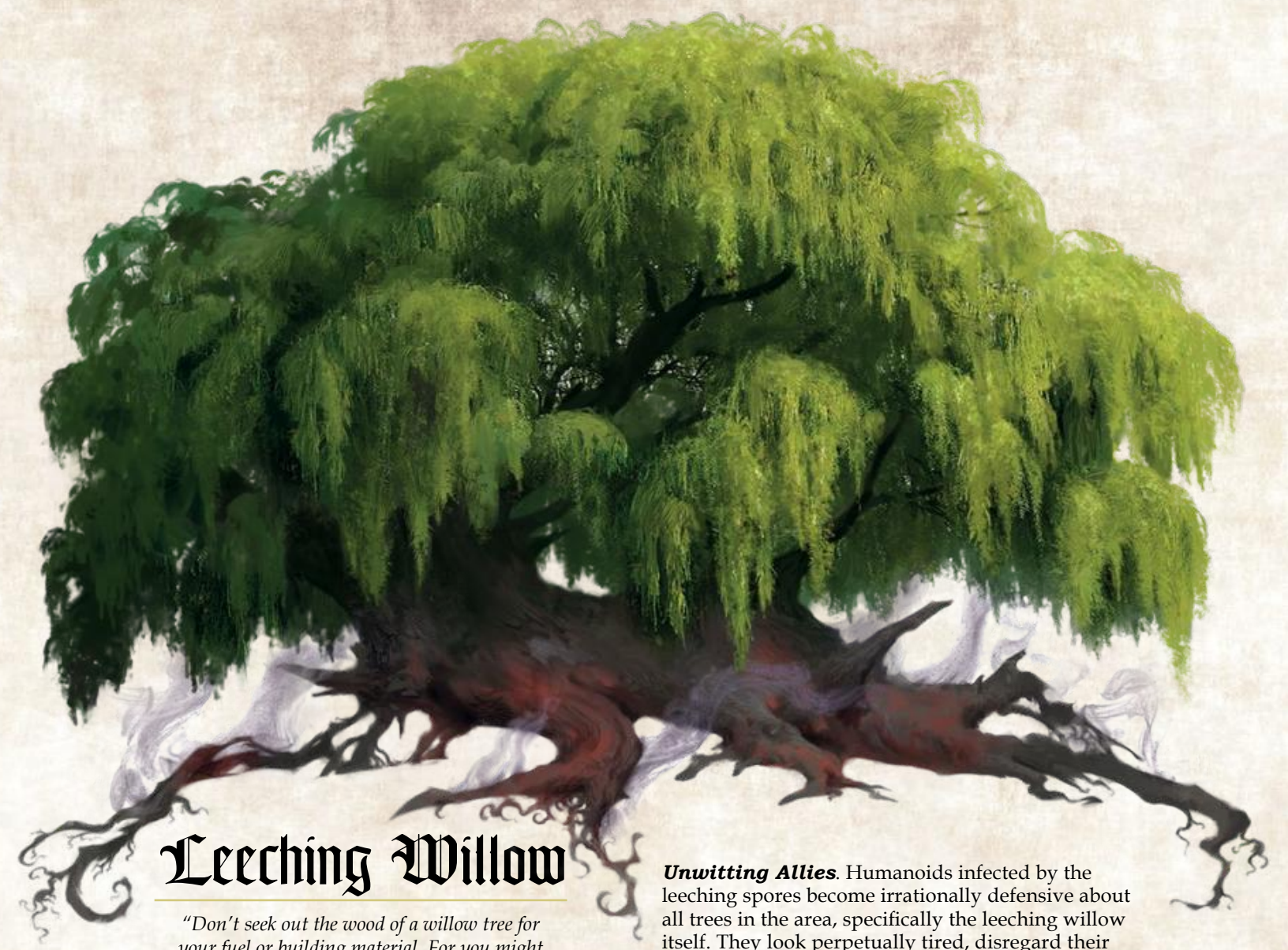
Salvage

Laneshi prepared for combat often carry spears or other weapons that function underwater. Some jewelry and other accessories considered pedestrian in the Llana'Shi Empire are significantly more valuable to surface dwellers, such as pearls, shells of deep-sea creatures, and aquatic predator teeth.

Lore

DC 13 Intelligence (History): Laneshi are an ancient aquatic species divided into two castes: warriors and mystics.

DC 13 Intelligence (Religion): Laneshi practice necromancy and employ mindless undead as laborers and soldiers.



Leeching Willow

"Don't seek out the wood of a willow tree for your fuel or building material. For you might accidentally run afoul of a leeching willow."

Hidden Aberration. The leeching willow looks like a normal willow tree. Hidden inside, however, is a powerful aberration, a massive brain with a nerve and circulatory system that runs throughout the tree. The brain and the tree are interconnected through every branch and root.

Leeching Spores. Instead of feeding through the sun or roots, the leeching willow feeds using psychic spores breathed in by creatures around it. The spores enter through the olfactory system and move into the brain. From there the leeching willow feeds on the electrical energies of the brain. The feeding process is slow and requires multiple sentient creatures infested for it to sustain the creature. Further, this process weakens those infected as their vigor is sapped and their mental energies drained.

Cancerous Infiltrator. The leeching willow can manipulate the memories of those infected, turning them into unwitting participants in the aberration's feeding. By using its basic motor functions, the aberration sneaks into humanoid villages and settlements, planting itself right in the center of the community in the middle of the night. Then it uses its memory-altering spores to trick the humanoids into thinking it's always been there.

Unwitting Allies. Humanoids infected by the leeching spores become irrationally defensive about all trees in the area, specifically the leeching willow itself. They look perpetually tired, disregard their own hygiene, barely eat, and become sedentary. Communities infested by leeching spores die over the course of a few years as they wither away, attempting to blame their ills on exterior sources.

Fear of Vibration. The leeching spores require very delicate brain waves and psychic vibrations to survive and transfer the mental energies to the aberration. Strong external vibrations can disrupt the delicate connection between the aberration and the subject, potentially killing the spores within the brain and freeing the infested. These vibrations are strongest when they form harmonical vibrations that sound like ringing, especially that of bells.

Ring That Bell. The ring of a large bell instantly disrupts all connections from the infested who can hear the ringing, destroying all spores within the same radius. For this reason, subconsciously, the leeching willow imparts memories onto the infested of strong hatred toward anything that can ring or vibrate in such a manner. All bells are gathered up and hidden far away where they cannot be heard (destroying them is difficult without making them ring). Common objects like silver utensils or glass are discarded and not used anywhere on the settlement either, for fear of any form of ringing.

Leeching Willow

Huge aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 232 (15d12 +135)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	4 (-3)	28 (+9)	22 (+6)	12 (+1)	12 (+1)

Skills Arcana +10, History +10, Insight +5, Nature +10
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, psychic
Condition Immunities charmed, exhaustion
Senses passive Perception 11
Languages understands Deep Speech and all languages those infected by it knew but it cannot speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Bell Weakness. The leeching willow cannot maintain its camouflage when bells are ringing. A bell rung close to the tree forces it to uproot and disrups the functioning of its psychic spores. A strong bell rung kills the spores.

False Appearance. While the leeching willow remains motionless, it is indistinguishable from a normal tree.

Innate Spells. The leeching willow's spellcasting ability is Intelligence (spell save DC 18) The willow can cast the following spells, requiring no material components:
At will: *blur, confusion, modify memory*
3/day: *dream*

Leeching Spores. The leeching willow naturally releases spores from its body that infect the air within 1,000 feet of it. Creatures that breathe in this polluted air must succeed on a DC 18 Charisma saving throw or be infected with Memory Feeder.

Memory Feeder. The leeching willow releases spores that changes memories of those infected. It then adds in memories beneficial to the leeching willow.

The leeching willow can feed off of the vigor from those infected by its spores, gaining sustenance and succor from them. Those infected by the spores gain minimal rest from sleep, and obtain a point of exhaustion every week until the individual reaches 4 points of exhaustion. These points of exhaustion will not go away from long rests for as long as the spores are within the body.

Siege Monster. The leeching willow deals double damage to objects and structures.

Actions

Multiattack. The leeching willow can make 3 attacks between any combination of slam, rock or psychic spike. The Willow cannot use psychic spike more than once per turn.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 16 (3d6 +6) bludgeoning damage

Rock. *Ranged Weapon Attack*: +10 to hit, range 60/180 ft., one target. *Hit*: 28 (4d10 +6) bludgeoning damage

Psychic Spike. The leeching willow can target a single creature with leeching spores inside of it. That creature must succeed on a DC 18 Intelligence saving throw or take 27 (5d10) psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it only gets one of the three. On a successful save, the target takes half damage and suffers none of the spell's other effects.

Psychic Slam (1/Day). The leeching willow can ignite all of its spores inside of creatures within 1000 feet of it. The creatures must succeed on a DC 18 Intelligence saving throw or take 45 (13d6) psychic damage and can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it only gets one of the three. On a successful save, the target takes half damage and suffers none of the spell's other effects.

After the psychic slam, all the spores within 1,000 feet of the leeching willow die. Any creature who dies as a result of the psychic slam have their heads (if they have one) explode.

Salvage

A leeching willow is potent and powerful while inside of its protective tree form, but when severed from it and extracted, it's as weak and feeble as newborn lamb. The greatest treasure one can get from the aberration is the incredible font of knowledge it possesses about humanoids it has fed from.

A book made from the pulp of the tree containing the aberration can be made into a *tome of clear thought*. This process requires a successful DC 20 Intelligence (Arcana) check from a proficient bookmaker or sage, as well as 5000 gp of ink and other rare components used over 15 days.

Lore

DC 10 Wisdom (Perception): The air around you is sweet and delectable, it feels fresh as if you were high on a mountain. It's not a fragrance you recognize, and it doesn't smell like any food you have experience before, but it smells delicious all the same.

DC 15 Wisdom (Medicine): The villager you see looks sickly and tired, as if they haven't got a good night's rest in over a week. Their muscles have deteriorated from lack of use, and they show no motivation for life or work.

DC 20 Intelligence (Arcana): The spores in the air are magical in nature, and they give a psychic connection between those infected by the spores and the tree that emits the spores.

Lenchtahg

"The smoky, fiery form hisses and shrieks in a cacophony of anger and confusion. There's something almost holy in the sound."

Corrupted Seraphs. Arch Daemon Malikir, corrupter of all that is good, crafted the first lenchtahg from the seraphic body of a captured member of Arch Seraph Empyreus's court. Taking glee in twisting a follower of the so-called "Unbroken Seraph," the Arch Daemon killed the Seraph, distorted its spirit, and transformed it into a construct of smoke and flame, a being in constant agony, compelled to obey its demonic overlords.

Endless Pain. A lenchtahg has lost its former identity, but Malikir's cruel design ensures that it remains sapient and in constant pain, aware of its enslavement. Malikir even went to the trouble of ensuring that a lenchtahg might recall memories of its past life as a further torment, though this trait drives the lenchtahg into bouts of uncontrolled rage.

Useful Minions. Lenchtahgs possess many useful properties, such as magic resistance, rejuvenation, and the ability to absorb holy power to heal themselves. This latter trait is useful against the forces of the Seraphs. However, a lenchtahg is difficult to create. Even if capturing a Seraph alive were a straightforward task, the effort expended in transforming it into a lenchtahg is almost prohibitive, a luxury only afforded to Arch Daemons and their most powerful followers.

Salvage

The severed head of a lenchtahg is a potent magic object. To the right buyer—a necromancer, a daemon cultist, an evil alchemist, and the like—a lenchtahg head is worth 750 gp. The servants of the Arch Daemon Malikir guard the secrets of binding a lenchtahg, but hags and other wicked creatures with magical skills possess knowledge to convert a lenchtahg head into a construct with similar unholy power.

Lore

DC 10 Intelligence (Religion): Radiant damage heals a lenchtahg, which still has the flesh of a Seraph.

DC 15 Intelligence (Religion): Dowsing a Lenchtahg with a lot of water or any holy water can temporarily weaken it.

DC 20 Intelligence (Arcana): The lenchtahg's head must be consecrated in a holy ceremony or otherwise rid of its evil to avoid the lenchtahg's rejuvenation. But those with the right knowledge can use the head to craft a magical servitor.

GM Advice: Those who use lenchtahg as troops in battle will use radiant magic to damage foes while at the same time healing the lenchtahg. This greatly heightens the strength of these monsters.

Lenchtahg

Medium fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +3
Damage Immunities fire, poison, radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Celestial, Infernal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Berserk. Whenever the lenchtahg starts its turn with 54 hit points or fewer, roll a d6. On a 1, the lenchtahg recalls its former life and current agony, and it goes berserk. On each of its turns while berserk, the lenchtahg attacks the nearest creature it can see. It treats all creatures as enemies and makes any opportunity attack it can. Also, it has advantage on attack rolls, but all attack rolls against it have advantage. If no creature is near enough to move to and attack, the lenchtahg moves as far as it can toward the closest creature.

Once the lenchtahg goes berserk, it remains so until destroyed or it has more than 54 hit points. Also, a fiend can calm the lenchtahg. The lenchtahg must be able to understand the fiend, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the lenchtahg ceases being berserk.

Magic Resistance. The lenchtahg has advantage on saving throws against spells and other magical effects.

Magic Weapons. The lenchtahg's weapon attacks are magical.

Radiant Absorption. Whenever the lenchtahg is subjected to radiant damage from a source other than a lenchtahg, it takes no damage and instead regains hit points equal to half the radiant damage dealt to it.

Rejuvenation. If the lenchtahg's head survives its demise, the head must be doused in holy water and ritually consecrated in a 1-hour ceremony or be the target of a *dispel evil and good* spell. If it isn't, then the lenchtahg reappears in 6 days, emerging from a fiery explosion in a 20-foot-radius sphere centered on the head. Creatures in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) damage on a failed saving throw, or half as much damage on a successful one. The head can't rejuvenate in a holy *hallow* spell's area.

Water Aversion. If drenched in 5 gallons or more of water, or any amount of holy water, the lenchtahg has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The lenchtahg makes two claw attacks, makes one claw attack and uses radiant gaze once, or uses radiant gaze twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage and 9 (2d8) fire damage.

Radiant Gaze. The lenchtahg targets one creature it can see within 60 feet of it with burning radiance. The target gains no benefit from cover and must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) radiant damage.

Lich Troll

"Running away from a troll is smart. Running away from a troll that casts spells is wishful thinking."

Botched Experiment. Before research led to the creation of the first soul vessel and lich, desperate wizards made many failed attempts in the pursuit of immortality. Given that trolls return to a hale, hearty state after most injuries, some wizards decided inserting the soul into a troll's body might be the right course. The results were poor.

Obscene Amalgamation. Most lich trolls look like a humanoid skull with burning eyes atop a troll's body. Due to the imperfect process, the creature lost some of its arcane power. It gained the benefit of the body of a regenerating giant.

Salvage

Someone who has proficiency with jeweler's tools or woodcarver's tools can fashion the skull of a lich troll into a *ring of regeneration*. Doing so takes materials worth 5,000 gp, 10 days of work, and a successful DC 15 Intelligence or Wisdom check. Somebody must also cast *greater restoration* on the ring each day during the process. If the ring's wearer dies while wearing the ring, the soul of the lich has a 25 percent chance to take over the corpse and use it as a new body. But if the ring is created entirely in the area of a *hallow* spell with the everlasting rest effect, the tie to the lich's soul is broken

Lore

DC 15 Intelligence (History): The lich troll is remnants of early attempts of powerful spellcasters to transfer their souls into trolls.

DC 20 Intelligence (Arcana): The lich troll is immune to poison and resistant to necrotic damage. It regenerates and can be killed only by acid, fire, or radiant damage.

Lich Troll

Large undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Con +9, Int +7, Wis +6
Skills Arcana +7, History +7, Insight +6, Perception +6
Damage Immunities fire, poison
Damage Resistances cold, necrotic
Condition Immunities charmed, exhaustion, poisoned
Senses truesight 60 ft., passive Perception 16
Languages the languages it knew in life and Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the lich troll fails a saving throw, it can choose to succeed instead.

Regeneration. The lich troll regains 15 hit points at the start of its turn. If the lich troll takes acid or radiant damage, this trait doesn't function until the start of the lich troll's next turn. The lich troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The lich troll is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The lich troll has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, magic missile, shield, thunderwave*
2nd level (3 slots): *detect thoughts, invisibility, mirror image, misty step*
3rd level (3 slots): *animate dead, counterspell, dispel magic, haste*
4th level (3 slots): *blight, dimension door*
5th level (2 slots): *cloudkill, scrying*
6th level (1 slot): *create undead*

Actions

Multiattack. The lich troll makes two claw attacks. Alternately, the lich troll can cast chill touch or ray of frost twice.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage plus 7 (2d6) cold damage.

Legendary Actions

The lich troll can take 2 legendary actions, choosing from the options here. Only one legendary action can be used at a time and only at the end of another creature's turn. The lich troll regains spent legendary actions at the start of its turn.

Cantrip. The lich troll casts a cantrip.

Claw. The lich troll makes a claw attack.

Zombie Troll

Large undead, neutral evil

Armor Class 14 (natural armour, shield)
Hit Points 85 (9d10+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Damage Resistances cold, necrotic
Condition Immunities poisoned
Senses darkvision 60ft, passive Perception 8
Languages understands Giant but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Regeneration. The zombie troll regains 10 hit points at the start of its turn. If the zombie troll takes acid or radiant damage, this trait doesn't function at the start of the zombie troll's next turn. The zombie troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The zombie troll makes two attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Unrelenting Brute. If a creature is hit by both morningstar attacks, the creature must take a DC 14 Strength saving throw or be knocked prone.

Lindwyrm

"My great grandfather spoke of the lindwyrm terrorizing the countryside and devouring whole villages. But it's been so long since anyone has seen the beast, it's likely the creature is long dead. Thank Miklas!"

Century's Sleep. After a few months of gorging itself, a lindwyrm burrows deep into its underground lair where it slumbers, only stirring if something disturbs it. But in another hundred years, its hunger wakens it again.

Adventurous Eater. Lindwyrms are voracious eaters, consuming all manner of crops, livestock, and people. If it can swallow it, it does, and lindwyrms have very big mouths.

Burrowing Terror. With their long serpentine bodies and two large claws, lindwyrms can burrow nearly as fast as they can run above ground. Tremors can be a sign of an approaching lindwyrm.

GM Advice: One exciting adventure seed could find a powerful enemy of the adventurers looking to waken and control a lindwyrm. Whether that plot succeeds or not is up to you, but a three-way battle between involving a lindwyrm and other foes should be memorable as the action ebbs and flows.

Salvage

A dose of *lindwyrm venom* (see Chapter 4) can be harvested by someone proficient with a poisoner's kit and succeeds on a DC 18 Dexterity (Sleight of Hand) check, but this must be done within 1 hour of the lindwyrm's death. If the check fails by 5 or more, the harvester instead poisons themselves. This injury poison is worth 1,000 gp.

Lore

DC 10 Intelligence (History): Lindwyrms sleep for 100 years and when they waken are devastating to communities in its hunting area.

DC 15 Intelligence (Nature): Lindwyrms have a poisonous bite and may swallow creatures they bite.

DC 20 Intelligence (Nature): Lindwyrms can sense vibrations in the ground from as far away as 120 ft.

Lindwyrm

Gargantuan dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	8 (–1)	14 (+2)	12 (+1)

Saving Throws Str +11, Dex +7, Con +10
Skills Perception +7, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses tremorsense 120 ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Disease Immunity. The lindwyrm is immune to all nonmagical diseases.

Legendary Resistance (3/Day). If the lindwyrm fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The lindwyrm makes three attacks: one with its bite and two with its claws. The lindwyrm can substitute a swallow attack for one of its claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 22 (3d10 + 6) piercing damage and the target must make a DC 18 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. On a hit, the target is also grappled (escape DC 18). Until this grapple ends, the target is restrained, and the lindwyrm can't bite another target.

Claw. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 15 (2d8 + 6) slashing damage.

Swallow. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one Huge or smaller creature the lindwyrm is grappling. *Hit*: 22 (3d10 + 6) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the lindwyrm, and it takes 27 (6d8) acid damage at the start of each of the lindwyrm's turns. The lindwyrm can have only one target swallowed at a time.

If the lindwyrm takes 40 damage or more on a single turn from the swallowed creature, the lindwyrm must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the lindwyrm. If the lindwyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Legendary Actions

The lindwyrm can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lindwyrm regains spent legendary actions at the start of its turn. This movement does not provoke opportunity attacks.

Claw Attack. The lindwyrm makes a claw attack.

Burrowing Rush (Costs 2 Actions). The lindwyrm burrows its speed and comes up beneath a target touching the ground, making a bite attack.

Lithobel

Large fiend, chaotic evil

Armor Class 17 (natural armor and shield)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (–3)	8 (–1)	7 (–2)

Saving Throws Wis +3, Cha +2
Skills Athletics +9, Perception +3
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages understands Infernal and the languages it knew in life but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Magic Weapons. The lithobel's weapon attacks are magical.

Rampage. When the lithobel reduces a creature to 0 hit points with a melee attack on its turn, the lithobel can take a bonus action to move up to half its speed and make a melee attack.

Two Heads. The lithobel has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Actions

Multiattack. The lithobel makes four attacks, usually one with each weapon.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or fall prone.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be shoved up to 10 feet away from the lithobel.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 12 (2d6 + 5) piercing damage. If thrown, the spear reappears in the lithobel's hand immediately after the attack.

Reactions

Parry. The lithobel adds 4 to its AC against a melee or ranged attack that would hit it. To do so, the lithobel must see the attacker.

Lithobel

"The two-headed, four-armed, blood-covered statue moves forward, weapons at the ready."

Duels in Tormach's Honor. With the rise of the Cult of Tormach throughout Unterland, the bloody ambitions of Speaker Schlei have come to fruition more and more. Under his orders, cultists devoted to the demented Arch Daemon of war fight one another to the death in single combat as an offering of sacrificial bloodshed. If both combatants die from their wounds and their combat is glorious, Tormach grants the devotees special favor.

Commemorated for Eternity. Tormach grafts combatants honored for their bloodthirsty sacrifice, together forming a four-armed, two-headed creature known as a lithobel. The creature's skin is transmuted into rough stone, and it is granted massive stone weapons capable of slaughtering a draft horse in a single swing. The hulking creature is then turned loose on the hapless population of Etharis, possessing only the drive to maim and kill any living creature unlucky enough to cross its path.

Salvage

The powdered stone of a lithobel's heads can be used in place of diamond dust for the *stoneskin* spell. One lithobel produces powder worth 1,000 gp.

Lore

DC 15 Intelligence (Religion): This foul creature is the result of a battle to the death between two followers of Tormach. It wants only blood. Poison is ineffective, and nonmagical attacks do the creature less harm.

Living Crucible

"I've got lotions, potions, dusts, draughts, tinctures, and even a balm or two. What do you need? I've tested them all myself!"

Brewing Advantage. Most warriors spend their entire lives perfecting their skill with their weapons, but a few lack the focus, skill, dedication, or patience for such a path. These warriors seek any edge over their foes, no matter the cost. Trickery or magic can provide that edge. Some turn to alchemy.

Chemical Augmentation. Potions are not a strange sight on the battlefield. Adventurers rarely leave the safety of town without at least a few healing potions, and some of the more exotic ones if they can afford it. Gaining the title of "Living Crucible" is a different matter. These warriors use alchemy to alter their own bodies in search of greater battle prowess. While this takes a toll on them in the long run, it also allows them to ingest unusual combinations of alchemical reagents for a quick boost in combat.

Salvage

When looting a drug-crazed warrior, there is the possibility of finding 1d4 chemical compounds, like the ones they use in battle. Anyone consuming one of these compounds must make a DC 13 Constitution save or be poisoned for 1 minute. On a natural 1 on the save, the creature dies. After 1 day, the compounds become inert and lose all special properties.

Drug-Crazed Marauder

Medium humanoid (any), any alignment

Armor Class 14 (breastplate)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	9 (-1)

Saving Throws Dex +2
Skills Athletics +4, Intimidation +1
Damage Resistances poison
Senses passive Perception 10
Languages any two languages
Challenge 1/2 (100 XP) Proficiency Bonus +2

Battle Draught (1/Day). As a bonus action, the marauder may consume an unstable chemical compound. For the next minute, the marauder gains one of the following abilities: resistance to damage from spells; resistance to bludgeoning, piercing, and slashing damage; or +1d4 damage with weapon attacks.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) slashing damage.

Lore

DC 10 Intelligence (History): Certain warriors take up alchemy to supplement their fighting skills with potent alchemical concoctions. They're often festooned in bandoliers of potions and vials, an array that lets them react to different situations with different potions.

DC 15 Intelligence (Nature): Beyond mere potion users, the warriors known as "Living Crucibles" alter their own physiology to better absorb alchemical reagents. Much like acclimating to a poison, they repeatedly subject themselves to extreme chemical compounds until their bodies adapt to the strain.

DC 20 Intelligence (Arcana): The alchemical compounds used by Living Crucibles are toxic to anyone else. It is only through their unique physiologies that such poisons offer any benefit. These raw substances must be consumed within a day or they lose their efficacy.

GM Advice: Other humanoid creatures who rely on melee attacks might be turned into living crucibles, to offer a wider array of choices for enemies to put in front of characters. Make the humanoid resistant or immune to poison, and then provide them with one of more of the bonuses from Battle Draught.

Living crucibles might also be so besotted with volatile chemicals that interactions with extra heat, electricity, acid, or other agents could cause them to explode, with a devastating effect for anyone near them.

Alchemical Berserker

Medium humanoid (any), any alignment

Armor Class 16 (chain mail)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +2
Skills Athletics +5, Intimidation +3
Damage Immunities poison
Senses passive Perception 10
Languages any two languages
Challenge 4 (1,100 XP) Proficiency Bonus +2

Battle Draught (3/Day). As a bonus action, the berserker may consume an unstable chemical compound. For the next minute, the berserker gains two of the following abilities: resistance to damage from spells; resistance to bludgeoning, piercing, and slashing damage; 20 temporary hit points, or +1d8 damage with weapon attacks. Choosing the same ability twice can extend the duration but has no other effect.

Actions

Multiattack. The alchemical berserker makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10+3) slashing damage.

Living Toxin

"Makes me sick just thinking about it. The blasted thing swept right up into the smithy, and next thing we knew, she was on the ground, rolling and screaming."

Manufactured Menaces. A living toxin is an ooze at the pinnacle of the poisoner's art. It's poison that delivers itself to the victim. Living toxins are usually found around cities, hiding in sewers, and sliding along back alleys.

Each living toxin begins as a mixture of poisons and alchemical ingredients. Whether by accident or ill intent, the mixture gains a semblance of life and often turns on its creator. The ooze escapes through the nearest grating or window, seeking out places to hide and hunt.

Invasive Species. When a living creature comes along, the ooze displays its most sinister trait. It launches itself at its victim's face and tries to force its way inside their body. Once there, the toxin attacks the body from within. After the interior is liquefied, the ooze escapes from the corpse.

Ooze Nature. A living toxin doesn't require sleep.

Salvage

A living toxin breaks down into harmless goo once slain. Someone who has proficiency with alchemist's supplies or an herbalism kit can combine the goo with other reagents or herbs worth 50 gp to create two doses of *restorative ointment*. Doing so requires 8 hours of work and a successful DC 10 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Arcana): Living toxins are poisonous mixtures given life. A living toxin attempts to force itself inside a host, attacking from within.

DC 15 Intelligence (Arcana): Effects that cure poisoning are highly effective against a living toxin.

GM Advice: It's not too difficult to imagine the existence of a sentient living toxin, capable of infecting a host but choosing when to inflict the poison damage instead of doing so automatically. Such a creature, if given the ability to communicate with a host telepathically, could blackmail a host into doing its bidding. Such creatures could serve evil masters.

Living Toxin

Small ooze, unaligned

Armor Class 13
Hit Points 44 (8d6 + 16)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	15 (+2)	1 (–5)	10 (+0)	1 (–5)

Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

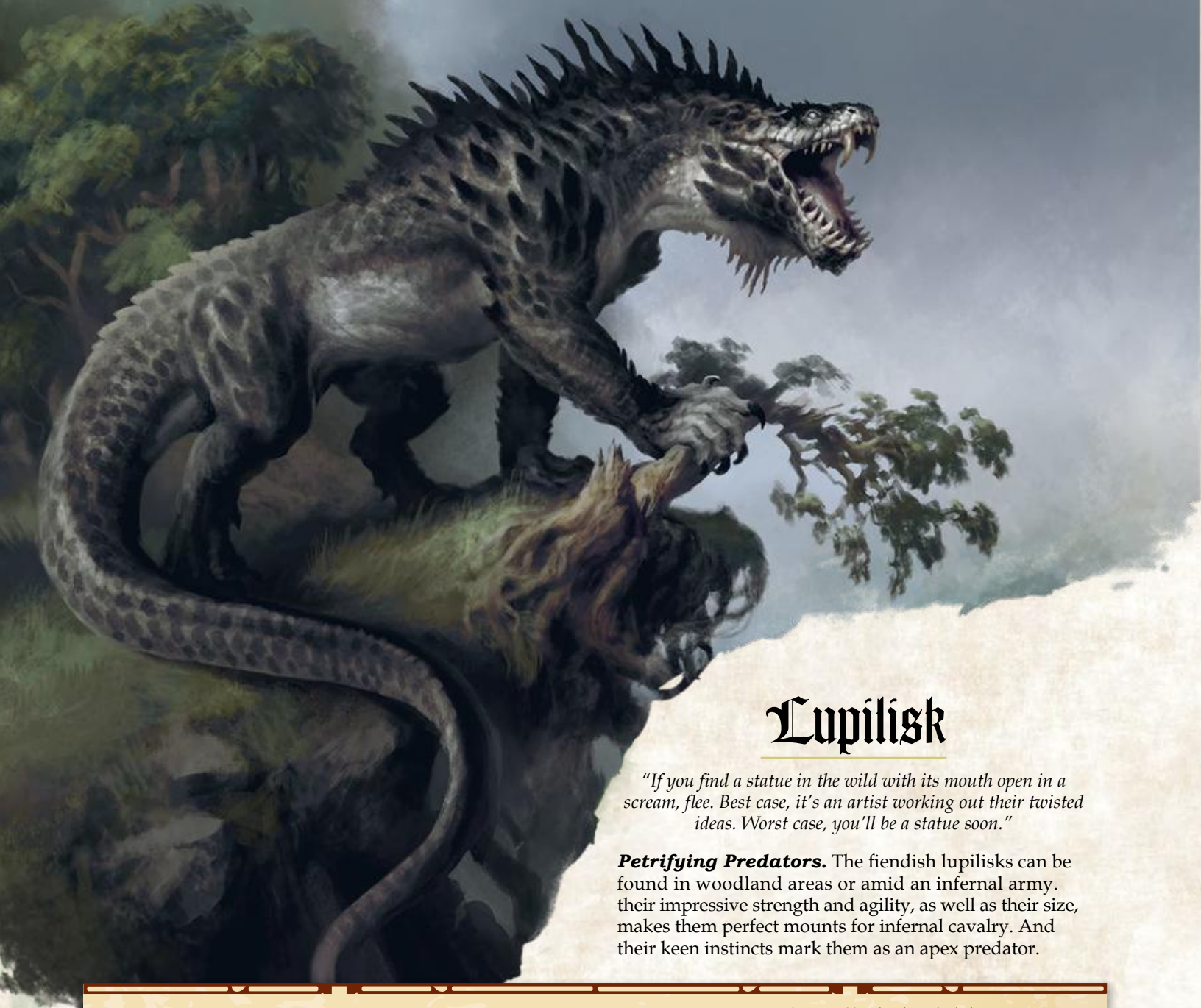
Amorphous. The living toxin can move through a space as narrow as 1 inch wide without squeezing.

Toxic Nature. When the living toxin or its host (see Toxic Invasion) is subjected to an effect that cures the poisoned condition, the toxin takes 2d8 necrotic damage plus 1d8 necrotic damage per level of the effect, if any.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) poison damage, the target is grappled (escape DC 13), and until this grapple ends, the living toxin can't attack another target.

Toxic Invasion. A creature grappled by the living toxin must succeed on a DC 13 Constitution save or it takes 6 (1d6 + 3) poison damage, and the living toxin invades the creature's body. While in this host, the living toxin has total cover from effects that originate outside the host, the host is poisoned, and the host takes 10 (2d6 +3) poison damage at the start of each of the living toxin's turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect also ends if the host dies or is subjected to any effect that ends the poisoned condition. When the effect ends, the toxin leaves the host, entering an unoccupied space within 5 feet of the host.



Lupilisk

"If you find a statue in the wild with its mouth open in a scream, flee. Best case, it's an artist working out their twisted ideas. Worst case, you'll be a statue soon."

Petrifying Predators. The fiendish lupilisks can be found in woodland areas or amid an infernal army. their impressive strength and agility, as well as their size, makes them perfect mounts for infernal cavalry. And their keen instincts mark them as an apex predator.

Lupilisk

Large fiend, neutral evil

Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	5 (–3)	13 (+1)	7 (–2)

Skills Perception +3, Stealth +5
Damage Immunities poison
Damage Resistances cold, fire
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages can learn languages but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The lupilisk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The lupilisk has advantage on an attack roll against a creature if at least one of the lupilisk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and 7 (2d6) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become poisoned and restrained while poisoned in this way. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. If the save fails again, the creature is petrified for 24 hours. At that time, it can repeat the saving throw, becoming permanently petrified on a failure or ending the effect on a success.

Lupilisks prefer to play with their food, chasing and tormenting it before turning it to stone. The lupilisk then eats the rocky remains. As with a basilisk, the lupilisk's gullet reverses the petrification, turning stone to flesh once it reaches the creature's stomach.

Family Pack. In the wild, lupilisks gather in packs. A dominant elder couple leads the pack, and other pack members are that couple's offspring. Juvenile males seek mates from other packs, while juvenile females decide whether to take visiting males as mates. A lupilisk pack is a family, its adult children leaving to form new packs.

Trained Mounts. A lupilisk is more beast than fiend. They're aggressive and cruel, but they can be controlled if trained with firm discipline.

Salvage

Someone who has proficiency with alchemist's supplies can take four lupilisk venom fangs, or just the two fangs of one lupilisk elder, and treat them with reagents worth 250 gp per tooth for 3 days. A successful treatment requires the alchemist to succeed on a DC 15 Intelligence or Wisdom check. During the treatment time, somebody must also cast *lesser restoration* on the fangs. After a successful treatment, someone who has proficiency with jeweler's tools can fashion the fangs, now blackened, into a necklace, creating a *periapt of proof against poison*. If the wearer attunes to the periapt, the amulet also provides that wearer immunity to being petrified.

Lore

DC 10 Intelligence (Arcana): A lupilisk's bite imparts a petrifying venom to prey. This magic toxin grows more potent as the lupilisk ages.

DC 15 Intelligence (History): Lupilisks live in packs with an elder couple in the lead. This couple are the parents of most other pack members.

Lupilisk Whelp

Medium fiend, neutral evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (–4)	11 (+0)	6 (–2)

Skills Perception +2, Stealth +4
Damage Immunities poison
Damage Resistances cold, fire
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages can learn languages but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The lupilisk whelp has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The lupilisk whelp has advantage on an attack roll against a creature if at least one of the lupilisk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and 5 (2d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or become poisoned and restrained while poisoned in this way. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. If the save fails again, the creature is petrified for 24 hours.

Lupilisk Elder

Large fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (–2)	14 (+2)	8 (–1)

Skills Perception +5, Stealth +6
Damage Immunities poison
Damage Resistances cold, fire
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages can learn languages but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The lupilisk elder has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The lupilisk elder has advantage on an attack roll against a creature if at least one of the lupilisk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 9 (2d8) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned and restrained while poisoned in this way. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. If the save fails again, the creature is permanently petrified.

Pack Attack (Recharge 5–6). One lupilisk or lupilisk whelp the lupilisk elder can see within 30 feet of it can use a reaction to move up to half its speed and make a bite attack. The target must be able to hear or see the elder. The lupilisk elder then makes one bite attack.

Lycanthrope

"During full moons, inhabitants of Etharis stay inside with the doors barred and windows tightly shut. Even then, they look at those indoors with them with a suspicious eye. One never knows."

Nighttime Horror. Travelers who brave the wilds of Etharis plan their routes to avoid camping in the wilds on nights of the full moon. All know of the savage werewolves and other lycanthropes that roam the wilderness in search of victims, and few are willing to venture forth for fear of a bite from one of these creatures.

Cursed Existence. Lycanthropy is not a disease, but a magical curse that spreads when one of its bearers bites a victim. Most lycanthropes live a pained existence, constantly at war with the primal instincts that drive them to kill.

Savage Control. Regions like the Valikan Clans attempt to bring the curse under control. The strong druidic traditions make strides in dealing with cursed individuals. Those in tune with nature sometimes master the beast that rages within them, finding a spiritual side that transforms the curse into a blessing. But this ability is attainable by few, and even then, only after years of training.

Variant Lycanthropes. The typical presentation of lycanthropy leaves its victims dangerous enough, but sometimes there are alternate forms, even more dangerous than a typical cursed victim.

Salvage

Lycanthropes exist in a state of perpetual mental turmoil, and over time their memories fragment. As a result, many carry keepsakes of their past lives to strengthen the memories they do not want to lose. The pelt of a lycanthrope is prized by certain mages for the crafting of magical cloaks, particularly cloaks that allow a person to change their form such as the cloak of the bat or the cloak of the manta ray.

Weapons made from the fangs or claws of deceased lycanthropes have special properties and are known as lycan weapons (see Chapter 4). These weapons require a successful DC 15 Intelligence (Arcana) check by a proficient weaponsmith, consuming 500 gp worth of components, and requiring 10 days of work.

Lore

DC 10 Intelligence (Nature): Lycanthropy is a common affliction in Etharis. The source is a curse that twists mind and body into that of a savage beast. Though they can change at will, the light of the full moon triggers the transformation no matter what.

DC 15 Intelligence (Nature): In addition to the normal transmission of the curse through the bite of a lycanthrope, certain druidic sects also perform rituals to create new lycanthropes. This ritual is known as the Lunar Sacrament, used as a tool to protect druid groves from invasion.

Werewolf Ravager

Medium humanoid (any, shapechanger), any alignment

Armor Class 13 in humanoid form, 16 (natural armor) in hybrid form
Hit Points 91 (14d8 + 28)
Speed 30 ft. (50 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	9 (-1)	15 (+2)	10 (+0)

Saving Throws Str +6, Dex +6
Skills Perception +5
Damage Vulnerability bludgeoning, piercing, and slashing damage by silvered weapons
Damage Immunities bludgeoning, piercing, and slashing damage by attacks that aren't silver
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Grappler. While a creature is grappled by the werewolf ravager, the werewolf has advantage on attack rolls against grappled targets, and the target takes an additional 3 (1d6) damage whenever it is hit with the werewolf's bite or claw attack.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or back into its true form, which is humanoid. Any armor it is wearing merges into its hybrid form. It reverts to its true form if it dies.

Actions

Multiattack. The werewolf ravager makes two melee attacks. It can only make one bite attack per turn.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage. The target must succeed on a DC 14 Strength saving throw or be grappled.

Additionally, if the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Short Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

DC 20 Intelligence (Nature): While the nature of the transformation tends to override the senses with bestial fury, some can control themselves. By finding a balance between man and beast, they gain greater control over the curse, gaining the ability to turn into a full animal and retain their mental faculties.

Werebear Ascetic

Medium humanoid (any, shapechanger), any alignment

Armor Class 12 in humanoid form, 15 (natural armor) in hybrid and kindred form
Hit Points 150 (20d8 + 60)
Speed 30 ft., (50 ft. and 30 ft. climb in hybrid and kindred form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Wis +7
Skills Animal Handling +7, Nature +4, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages any three languages
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Shapechanger. The werebear ascetic can use its action to polymorph into a bear-humanoid hybrid or into its kindred bear form, or back into its true form, which is humanoid. Its statistics, unless noted, are the same in each form. Any armor it is wearing merges into its alternate forms. It reverts to its true form if it dies.

Kindred Form. The werebear's kindred form takes the shape of a Large bear. While in this form, it can speak to and understand bears, cannot take any actions requiring hands, adds its Constitution modifier to the result of any saving throw, and gains 25 temporary hit points the first time it takes this form each day.

Spellcasting. The werebear is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). It can cast spells in any form, regardless of verbal, somatic, or material components provided they have no gold cost. It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, resistance*
1st level (4 slots): *animal friendship, faerie fire, healing word*
2nd level (3 slots): *hold person, lesser restoration*
3rd level (3 slots): *conjure animals, dispel magic, plant growth*
4th level (3 slots): *freedom of movement, ice storm*
5th level (2 slots): *commune with nature, tree stride*
6th level (1 slot): *wall of thorns*
7th level (1 slot): *arboreal curse*

Actions

Multiattack. The werebear makes three melee attacks, only one of which can be a bite.

Bite (Hybrid or Kindred Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 16 (3d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Hybrid or Kindred Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Lyfaren

"If the path fades out beneath your feet, be careful where you look to find it again. Following the wrong trail marker might be your last steps."

Underground Bound. Lyfaren are enormous burrowing creatures, looking like a massive rocky leach, that spend their lives surrounded by dirt, rock, and rubble. They can't see, but rather perceive the world through vibrations with their antenna, the only part of their bodies which can survive in open air. Lyfaren can sense the movement of an earthworm, as well as the feet of the bird that briefly landed to acquire that snack.

Off-Trail Tricks. Like the anglerfish and many other creatures, lyfaren lure in their preferred prey, humanoids, with the temptation of safety or curiosity. Their antenna closely resembles stacks of rock that we would call a cairn: a manmade stone marker indicating a trail or other location of interest. But as soon as you're within a few paces, they swallow you whole, leaving nothing to see.

Imprecise But Deadly. While slow and easy to avoid if you know what you're looking for, the lyfaren swallows even the strongest adventurers before they can fight back.

Salvage

The "rocks" that form the lyfaren's antenna can be cracked open, revealing what looks like beautiful crystals, much like a geode. There is a 25% chance that a lyfaren has an antenna that can be turned into a yellow diamond *elemental gem*. This transformation requires someone proficient in the Nature skill to succeed on a DC 15 Intelligence (Nature) check while using 50 gp of other components. The process takes 4 hours.

Lore

DC 10 Intelligence (Nature): Only the antennae and the maw of the lyfaren can survive outside of the earth. However, the maw can easily swallow up creatures the size of a horse, pulling it into its rock-filled gullet.

DC 15 Intelligence (History): When trying to figure out if a cairn is manmade or deadly, look for a leaf, feather, or small piece of ribbon between the rocks. Man-made cairns are often decorated, while a lyfaren antenna may have bones or blood near it.

DC 20 Intelligence (Arcana): A lyfaren needs the pressure of being surrounded by dirt to survive, find a way to unearth one and the fight is over.

Lyfaren

Gargantuan monstrosity, neutral evil

Armor Class 12 (natural armor)
Hit Points 216 (16d20 + 48)
Speed burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	17 (+3)	8 (-1)	14 (+2)	6 (-2)

Skills Perception +6
Condition Immunities petrified, stunned
Senses tremorsense 60 ft. (blind otherwise), passive Perception 16
Languages --
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Earth Bound. A lyfaren must stay surrounded by earth. If its entire Gargantuan body is removed from the ground, it takes 36 (8d8) force damage at the start of its turn as its body crushes in upon itself.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 42 (8d8 + 6) bludgeoning damage, and the creature is grappled (escape DC 18).

Swallow. A creature grappled by the lyfaren at the start of the lyfaren's turn is swallowed and still grappled. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the lyfaren, and it takes 27 (6d8) bludgeoning damage at the start of each of the lyfaren's turns. A lyfaren can have up to four Large or smaller creatures swallowed at a time.

Magebane Ooze

"For every action, there's an equal and opposite reaction by an angry wizard."

Made for Spite. Magebane oozes were created by an irritable wizard to wreak havoc on rivals. Unfortunately for him, his creations got loose before he could unleash them, making him their first victim.

Devourers of Magic. Magebane oozes feed on magical energies. Although they can survive for years without feeding, they do so by going dormant. An active ooze shrivels quickly if it lacks a source of magic.

Unusually Intelligent. Because their creator intended them to attack other wizards, he experimented to provide them greater intellect than most oozes. As a result, they strategize and can set traps for their prey.

Inquisition Tool. The Arcanist Inquisition has recently learned of the existence of magebane oozes, and inquisitors are in the process of capturing the strange oozes to use against their magic-wielding foes.

Salvage

Magebane oozes are a terrifying risk for even well-equipped adventurers. Even in death, some of their corrosive properties persist. Someone who makes a successful DC 15 Dexterity (Sleight of Hand) check can carefully collect the remaining potent ooze into a vial. This can be turned into a *magebane bomb* (see Chapter 4). Making this item requires a proficient arcanist to spend 4 hours, use 100 gp of components, and succeed on a DC 15 Intelligence (Arcana) check.

Lore

DC 12 Intelligence (Arcana): Magebane oozes feed on magic and quickly reduce magical weapons and armor to regular, non-magical versions of those weapons.

DC 15 Intelligence (History): Magebane oozes were created by a vengeful wizard who lost control of them before he could unleash them on his rivals.

DC 20 Intelligence (Arcana): Some arcanists speak in hushed whispers of a particular mutation that occurs after magebane oozes have managed to devour enough magic. These magebane evolutions are nearly indestructible and can not only strip away magic, but store and then direct it back at the unlucky caster who loosed it.

Magebane Ooze

Large ooze, unaligned

Armor Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	16 (+3)	10 (+0)	8 (-1)	1 (–5)

Skills Perception +2, Stealth +0
Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder
Damage Immunities force
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages --
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Magic. Any magical weapon that hits the ooze has some of its magic stripped away. After dealing damage, the weapon takes a cumulative -1 penalty to attack and damage rolls. If the penalty reaches -3, the weapon permanently becomes a mundane version of that weapon type**.** A weapon affected by this magical draining reduces the penalty by 1 at the end of each long rest. Magical ammunition that hits the ooze becomes mundane immediately after dealing damage.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage plus 36 (8d8) force damage. In addition, magical armor worn by the target begins to be stripped of its power and takes a cumulative -1 penalty to the AC it offers. If the penalty reaches -3, the armor permanently becomes a mundane version of that armor type. Armor affected by this magical draining reduces the penalty by 1 at the end of each long rest.

Reactions

Feed. When a magebane ooze takes damage from a spell attack, it can reduce the damage from that attack to 0 and instead regains hit points equal to the damage that was originally dealt.

GM Advice: Magic is such a powerful force in the game that twisting it to use against characters can sometimes seem to be the only thing that can scare a character. A more powerful form of magebane ooze that collects and harnesses the destructive nature of magic used against them would be a terrifying prospect for high-level magic-wielding characters.

Mageplants

"Why do common folk hate magic? Look at the experiments of those with magical power! Consider mageplants: picking a flower could be either a delight or a deadly trap!"

Creations of Magic. Mageplants don't come into being by ordinary means. Each was the result of magical experimentation or intentional cultivation by arcanists, druids, or other powerful creatures.

A Deadly Surprise. Mageplants usually look like mundane plant life, making them a particularly nasty hazard for those not trained in the differences. When that rose begins spitting fire or a vine drags you into the earth, it's not likely to be a good day.

Thunderblossoms. These explosive plants look like small rose bushes that grow low to the ground. When active, they scuttle in and out of the fray, allowing their blooms to explode, sending seeds (and destruction) everywhere.

Lightning Vines. These masses of vines grow small blue blooms that hum with electricity. They lash out, grappling living creatures to deliver heart-stopping shocks.

Flash Freezes. These white-barked trees bear frosty blue leaves and snow-white blossoms. They enjoy leaching the warmth out of nearby living creatures.

Salvage

The seeds from three thunderblossoms, two lightning vines, or one flash freeze can be worked into an oil that, when placed on a weapon, can allow that weapon to do damage corresponding to the nature of the plant. Making this oil requires someone proficient with the Nature skill to succeed on a DC 15 Intelligence (Arcana) check after spending 12 hours and 100 gp of components. This oil, when put on a melee weapon, deals an additional 6 (1d12) damage of the type based on the plant for 24 hours.

Lore

DC 10 Intelligence (Nature): All mageplants are created rather than occurring naturally. Most often druids or wizards are responsible for planting them in areas they want to protect.

DC 10 Intelligence (History): Thunderblossoms are a useful early warning system for identifying intruders. Planting a border of them can make it hard for someone to walk up on their creator undetected.

DC 15 Intelligence (Nature): Lightning vines are faster than most people suspect and can pick off incautious stragglers before anyone realizes they've fallen.

DC 20 Intelligence (Arcana): Flash freeze trees are hard to stabilize without killing the original plant and thus relatively rare among mageplants. Powerful spellcasters sometimes awaken such trees to make them an even deadlier threat.

Thunderblossom

Tiny plant, unaligned

Armor Class 10
Hit Points 63 (18d4 + 18)
Speed 40 ft.

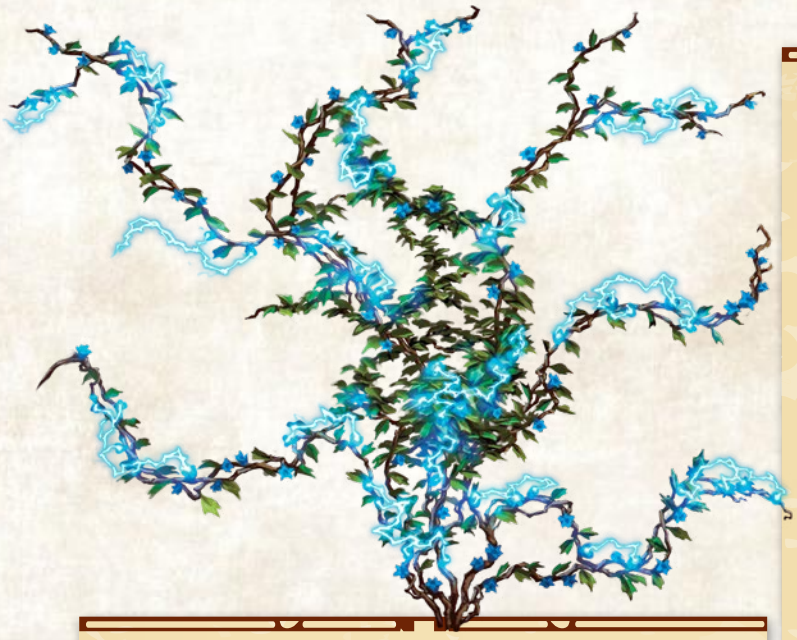
STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (–5)	10 (+0)	10 (+0)

Damage Resistances cold, fire
Damage Immunities thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, unconscious
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages --
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While the thunderblossom remains motionless, it is indistinguishable from ordinary flowering plants.

Actions

Boom Bloom. One of the thunderblossom's blooms explodes with significant concussive force that can be heard up to 150 feet away. Each other creature within 10 feet of the thunderblossom must make a DC 11 Strength saving throw or take 14 (4d6) thunder damage and deafened until the end of its next turn. A creature that fails by 3 or more is also stunned until the end of their next turn. A creature that succeeds on this saving throw takes half damage and is not deafened.



Lightning Vine

Large plant, unaligned

Armor Class 16 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	7 (–2)	15 (+2)	5 (–3)

Skills Athletics +7, Stealth +7
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages --
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

False Appearance. While the lightning vine remains motionless, it is indistinguishable from ordinary plants.

Actions

Multiattack. The lightning vine makes two grasp or arc attacks, and then it uses its stunning shock if available.

Grasp. *Melee Weapon Attack*: +7 to hit, reach 20 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The lightning vine can have up to four Large or smaller targets grappled at a time.

Arc. *Ranged Weapon Attack*: +7 to hit, range 30 ft., one target. *Hit*: 18 (4d8) lightning damage and the target cannot take reactions until the start of their next turn.

Stunning Shock (Recharge 4-6). The lightning vine sends a jolt of electricity along its conductive tendrils. Each creature grappled by the lightning vine must make a DC 15 Constitution saving throw or take 27 (6d8) lightning damage.

Flash Freeze

Huge plant, unaligned

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	1 (–5)	15 (+2)	5 (–3)

Damage Resistances fire, bludgeoning, piercing
Damage Immunities cold
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages --
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

False Appearance. While the flash freeze remains motionless, it appears indistinguishable from a normal tree.

Actions

Multiattack. The flash freeze makes three chill slam or two ice boulder attacks.

Chill Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 16 (3d6 + 6) bludgeoning damage and 9 (2d8) cold damage.

Ice Boulder. *Ranged Weapon Attack*: +10 to hit, range 60/180 ft., one target. *Hit*: 22 (3d10 +6) bludgeoning damage and 16 (3d10) cold damage.

Flash Freeze (Recharge 6). The flash freeze's namesake ability causes the temperature around it to suddenly drop, forcing all creatures within a 30-foot radius to make a DC 18 Constitution saving throw. A creature that fails the save takes 45 (10d8) cold damage or half as much on a successful one. A creature that is reduced to 0 hit points by this attack is stable and petrified into a statue of ice for 1 minute.

Maiden's Hair

Beware the woods, Beware the night,
Beware the hair of golden light
--Excerpt from a Bürach nursery rhyme

Forest Blight. Maiden's hair is a deadly plant found in remote forests. They resemble long flowing tufts of golden grass or moss, frequently hanging from tree limbs.

Delusional Scent. The maiden's hair releases a poisonous scent, barely noticeable by most humanoids. However, intelligent creatures affected by this poison become enamored with the plant. Poisoned victims who survive encounters with maiden's hair describe visions of an attractive individual with long flowing hair calling them forward.

Hag's Favorite. Hags often cultivate these plants to protect their dismal lairs, leaving skeletons of past victims beneath the deadly plants to warn potential intruders of the danger.

Salvage

Individuals proficient with weaver's tools can use the fibrous remains of one maiden's hair to craft exceptionally resilient nets. An individual spending 8 hours and succeeding on a DC 10 Dexterity (Sleight of Hand) check can craft a *net of maiden's hair* (see Chapter 4).

Lore

DC 10 Intelligence (Nature): The subtle scent released by maiden's hair is poisonous and can induce delirium in its victims.

DC 15 Intelligence (Arcana): These plants are resistant to bludgeoning, piercing, and psychic damage.

DC 20 Intelligence (Nature): A powerful wind can disperse the maiden's hair's poisonous scent for a short time.

Maiden's Hair, Lesser

Medium plant, unaligned

Armor Class 10
Hit Points 18 (4d6+4)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Resistance bludgeoning, piercing, psychic
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages -
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

False Appearance. While the maiden's hair remains motionless, it is indistinguishable from a normal plant.

Enamoring Scent. Creatures who start their turn within 20 feet of maiden's hair must succeed on a DC 11 Constitution saving throw. On a failure the creature is poisoned for 1 hour. At the end of each minute, the poisoned target can repeat the saving throw, ending the effect on itself on a success. A target that successfully saves is immune to the maiden's hair enamoring scent for the next 24 hours.

While poisoned by the maiden's hair, creatures are charmed and incapacitated. If the charmed creature is more than 5 feet away from the maiden's hair, the target must move on its turn toward the maiden's hair by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the maiden's hair, the creature can repeat the saving throw, ending the poisoned effect on a success

A strong breeze, such as that created by the *gust of wind* spell, can dissipate the enamoring scent, suppressing this effect for the duration of the breeze.

Actions

Tendril. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 6 (1d6 + 3) bludgeoning damage, and it is grappled (escape DC 13). Until this grapple ends, the target is restrained and takes 6 (1d6 + 3) damage at the start of each of its turns. The maiden's hair can grapple only one creature with its tendril at a time.

Maiden's Hair, Greater

Large plant, unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d10 +12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Resistance bludgeoning, piercing, psychic
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages -
Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the maiden's hair remains motionless, it is indistinguishable from a normal plant.

Enamoring Scent. Creatures who start their turn within 20 feet of maiden's hair must succeed on a DC 12 Constitution saving throw. On a failure the creature is poisoned for 1 hour. At the end of each minute, the poisoned target can repeat the saving throw, ending the effect on itself on a success. A target that successfully saves is immune to the maiden's hair enamoring scent for the next 24 hours.

While poisoned by the maiden's hair, creatures are charmed and incapacitated. If the charmed creature is more than 5 feet away from the maiden's hair, the target must move on its turn toward the maiden's hair by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the maiden's hair, the creature can repeat the saving throw, ending the poisoned effect on a success

A strong breeze, such as that created by the *gust of wind* spell, can dissipate the enamoring scent, suppressing this effect for the duration of the breeze.

Actions

Multiattack. The maiden's hair makes two tendril attacks.

Tendril. *Melee Weapon Attack*. +6 to hit, reach 10 ft., one creature. *Hit*: 11 (2d6 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 11 (2d6 + 4) damage at the start of each of its turns. The maiden's hair can grapple only two creatures with its tendril at a time.

Malcinder

"A shadowy form moves silently toward its prey, stalking with precision. Sudden flames erupt as the malcinder roars and leaps into the air to crush its target to the ground."

Infernal Hunters. Malcinders sometimes escaped the Netherworld, forming small hunting packs found in every region. They suppress their infernal nature when hunting and resting for stealth, dusky skin concealing them in the darkness.

Born in Flames. When a malcinder attacks, its body hardens like cooling lava, and flames glow through its skull. It harnesses this infernal fire within its whiplike tail to hurl flame.

Burning Leader. The strongest of malcinders leads a pack. This alpha is the largest in the group and the best hunter. A malcinder alpha draws attention so the pack can attack from all sides.

Salvage

When a malcinder dies, the flames within its body go out, and the corpse hardens like volcanic rock. The claws and fangs from one malcinder corpse make a powder that someone who has proficiency with alchemist's supplies can make into a *potion of speed*. Doing so requires other reagents worth 1,000 gp, 8 hours of work, and a successful DC 15 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (Religion): Malcinders are fiends immune to fire.

DC 15 Intelligence (History): A malcinder alpha coordinates its pack efficiently. Slaying this leader can make the pack much less dangerous.

Malcinders are prone to following stronger fiends. Therefore, a creature with fiendish ancestry can tame a malcinder.

Malcinder

Medium fiend, neutral evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +4
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages understands Infernal but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The malcinder has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pounce. If the malcinder moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or fall prone. If the target is prone, the malcinder can make one bite attack against it as a bonus action.

Actions

Multiattack. The malcinder makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tail Flame. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 30/120 ft., one target. *Hit:* 5 (2d4) fire damage.

Malcinder Alpha

Large fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	5 (–2)	14 (+2)	8 (–1)

Skills Perception +4, Stealth +5
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages understands Infernal but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fiery Body. A creature that touches the malcinder alpha or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage.

Keen Sight and Smell. The malcinder alpha has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Leader. The malcinder alpha allows itself and other malcinders within 30 feet of and able to see it to gain advantage on an attack roll against a creature if at least one other allied malcinder is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the malcinder alpha moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or fall prone. If the target is prone, the malcinder can make one bite attack against it as a bonus action.

Actions

Multiattack. The malcinder alpha makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Tail Flame. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 30/120 ft., one target. *Hit:* 9 (2d8) fire damage.

Malefic Broker

"The sound of coins clanking together is music to the ears of some. In the hands of a malefic broker, it's a death knell."

Disciples of Gorodyn. A rare fiend, the malefic broker is an example of a diabolic middleman. Taking the form of a humanoid, the malefic broker hones its skills in negotiation and acquisition rather than its fiendish might. Greed motivates a malefic broker, who scrambles to acquire more souls for Gorodyn through deception and persuasion.

Soul Shards. Despite a disdain for mortal wealth, a malefic broker carries gems, which the fiend uses to siphon pieces of souls fleeing the dying. When cornered, a malefic broker consumes these soul shards to gain eldritch might it can use to defend itself.

Salvage

Soul shards taken from the malefic broker fetch 250 gp each, or more, from rich collectors and arcanists. If crushed, added to water, and imbibed, each soul shard acts as a *potion of superior healing*. A malefic broker carries jewels worth at least 500 gp to turn into more soul shards.

Lore

DC 15 Intelligence (Religion): Malefic brokers collect souls, either through fiendish contracts or being near those who die. The soul shards they carry can power their fiendish abilities.

Malefic Broker

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7
Skills Deception +7, Insight +5, Perception+5, Persuasion +7
Damage Immunities fire, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, poisoned
Senses darkvision 120 ft. passive Perception 15
Languages all, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the malefic broker's darkvision.

Innate Spellcasting. The malefic broker's spellcasting ability is Charisma (spell save DC 15). The malefic broker can innately cast the following spells, requiring no material components:
At will: *creeping touch, detect magic*
1/day each: *charm person* (1st), *command* (1st), *dominate person* (5th), *invisibility* (2nd, self only), *shield* (1st)

Magic Resistance. The malefic broker has advantage on saving throws against spells and other magical effects.

Soul Shards. The malefic broker has six soul shards. It can use soul shards to cast an innate spell it can't normally cast again on a given day by spending soul shards equal to the level of the spell, as noted in the Innate Spellcasting trait.

Actions

Multiattack. The malefic broker uses mindfire twice and puppeteer once.

Mindfire. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one creature. *Hit:* 13 (3d8) fire damage and 13 (3d8) psychic damage, and the target ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage and 4 (1d8) psychic damage at the start of each of its turns.

Puppeteer. The malefic broker chooses one creature it can see within 120 feet of it. The target benefits from any protection it has against being charmed. The target must succeed on a DC 15 Wisdom saving throw or the malefic broker can immediately force the target to use its reaction to make an attack or use a cantrip against a target of the broker's choice. If the target is ignited by Mindfire, and the attack or cantrip deals damage, the target takes that effect's normal damage plus 4 (1d8) fire damage and 4 (1d8) psychic damage.

Reactions

Soul Siphon. If a living creature dies within 30 feet of the malefic broker, the fiend gains one soul shard.

Malikirian Imp

"I can give you anything, mortal. Riches? Accolades? To be important, for once? Whisper your secrets to me. I will tell you the secrets of your rivals. They all dance with me."

Prideful Purpose. A minor daemon of Malikir, Arch Daemon of Pride, the Malikirian imp was created to tempt mortals into acting on their base desires and soothe their guilty consciouses with rapturous feelings of entitlement and certainty. It is said the Angel of Empyreus keeps one chained to elicit confessions and goad mortals into the very acts of sin the Angel of Empyreus seeks to punish.

A Decrepit Devil. The imp is a wretched, bruised, shriveled creature that would almost inspire pity, were it not unmistakably fiendish. Its diminutive head resembles the skull of a bighorn sheep, and its sinuous body is covered in cracked and haggard scales.

Infernal Intelligence. Before the Godswar, these imps would be exchanged as gifts and familiars by agents of Malikir to influential mages or court advisors to inspire selfishness, war, and hunger for power. They are spies experts at gaining secrets and revealing them for maximum damage.

Salvage

If caught alone with a hostile foe, the imp pleads for its life and pledges to serve its new master. It gives its name, which a caster can use when casting *find familiar* to summon and bind the imp as their familiar.

An imp's scales and bones can be used to create a *potion of fire resistance* with a DC 15 Intelligence (Arcana) ability check from a character proficient in alchemist's supplies. This takes 2 hours and 10 gp of materials. However, there's a 10% chance that the person taking the potion will be vulnerable to all other damage.

Eating the Malikirian imp's heart grants the ability to cast *suggestion* once without using a spell slot. The DC to resist this spell is 10.

Lore

DC 10 Intelligence (Religion): Beware the multitudinous throngs of Malikir's progeny, for they can corrupt even the most pure-hearted and spur them to acts of sin and moral decay.

DC 15 Intelligence (History): Many a foolish warlock thought they had the upper hand when they received such a pathetic creature as their familiar, but they underestimated the imp at their peril.

DC 20 Intelligence (Arcana): Despite archmages' divinations, no one quite knows how the Angel of Empyreus came to hold the chains of a Malikirian imp. This cannot be good news.

Malikirian Imp

Tiny fiend, lawful evil

Armor Class 11
Hit Points 15 (6d4)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	11 (+0)	12 (+1)	14 (+2)

Saving throws Wis +3, Cha +4
Skills Deception +4, Insight +3, Stealth +3
Damage Resistances cold; bludgeoning, piercing, slashing damage from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses Darkvision 120 ft., passive Perception 11
Languages Infernal and 2 other languages
Challenge 1 (200 XP) **Proficiency Bonus** +2

Creeping Corruption. Creatures within 30 ft. that the Malikirian imp can see must make a DC 12 Charisma saving throw at the start of their turn. On a failure, the creature acts in accordance with its most selfish, venal, and ruthless impulses to the best of its ability. After 24 hours, the creature must make another Charisma saving throw, ending the compulsion on a success. Failure indicates the compulsion lasts indefinitely until the affected is subject to *remove curse* or similar magic. Creatures that cannot be charmed are immune to this effect.

Innate Spellcasting. The Malikirian imp's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells without material components:
At will: *minor illusion*
1/day each: *detect thoughts*, *sleep*, *suggestion*

Magic Resistance. The Malikirian imp has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack*: -1 to hit, reach 0 ft., one target. *Hit*: 1 (1d4 - 2) piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 7 (2d6) poison damage.

Invisibility. The Malikirian imp becomes invisible until its concentration ends or it makes an attack.

GM Advice: Play the Malikirian imp as the master manipulator it is. Its main weapon is its enemy's greed, so dig deep into whatever might tempt a character, and keep digging until you find a weakness. Often even if a character isn't greedy, the player is.

Marra

"Marras are literally the stuff of nightmares."

Nightmare Spirits. These nocturnal visitors sit on a sleeping victim's chest, drawing out personal fears and driving poor souls to panic before suffocating them. Those who have survived a marra attack testified that when the creature came to visit, the victim felt a heavy weight on their chest before losing the ability to move.

Survivor accounts also report the marra can shapechange, often becoming moths. In this form, a marra can enter rooms through keyholes or other tiny openings.

Night Riders. Marra steal horses and other mounts, riding off into the twilight in search of victims. The animals are left exhausted and covered in sweat by dawn.

Salvage

A nightmare pine grows in the marra's wake. A proficient woodcarver's tools can fashion a *nightmare staff* (see Chapter 4) from this stunted tree. Doing so takes 5 days of work, materials worth 100 gp, and someone to cast *phantasmal force* on the staff each day.

Near where a marra is slain, there is a 50% chance of finding an adder stone (see Chapter 4).

Lore

DC 10 Intelligence (History): A marra is a fiend with power over dreams and sleep. It can't be frightened, and it can polymorph into a moth.

DC 15 Intelligence (Arcana): A prone or sleeping target is vulnerable to a marra's crushing psychic weight.

Marra

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	11 (+0)	15 (+2)	16 (+3)

Skills Animal Handling +5, Deception +6, Insight +5, Stealth +5
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 12
Languages one national language, Abyssal, Infernal, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Innate Spellcasting. The marra's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:
At will: *animal friendship*, *phantasmal force*, *sleep*
1/day: *dream*, *phantasmal killer*

Magic Resistance. The marra has advantage on saving throws against spells and other magical effects.

Shapechanger. The marra can use its action to polymorph into a moth or back to its true form. While in moth form, the marra is Tiny, has a speed of 5 feet and a fly speed of 40 feet, and can't speak, but its other statistics are unchanged. Anything the marra is wearing or carrying transforms with it. It reverts to its true form if it dies.

Actions

Multiattack. The marra makes two attacks with its claws. It can use crushing presence in place of one of these attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or fall prone.

Crushing Presence. *Melee Spell Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 13 (3d6 + 3) psychic damage, the marra enters the target's space and sits on its chest, the target is grappled (escape DC 14), and the target must make a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is paralyzed while grappled by the marra. Otherwise, a creature that fails the save is restrained and can't stand up while grappled by the marra. If still restrained at the end of its next turn, the creature must repeat the saving throw, becoming paralyzed on a failure. Each time the creature ends its turn grappled by the marra, the marra can deal the creature 13 (3d6 + 3) psychic damage. The marra can grapple only one creature at a time.

Maskenmagier

"A mask can hide who you are.
Careful lest you forget who you are."

Feline Fiend. The maskenmagier can alter its appearance to take any humanoid form, but it is a cat-headed fiend with a humanoid body. Driven by a desire to grow more powerful, the maskenmagier makes masks and consumes souls.

Magical Masks. Carved from wood and painted with natural pigments on a neutral base of glue and crushed seashell, the masks a maskenmagier offers portray a beast. Each mask allows the wearer to transform into that animal.

A maskenmagier is a clever spellcaster artful at negotiation and hungry for power. It offers people the opportunity to escape life's troubles through mask magic. A deal consists of a proposal that covers the terms each party expects. Accepting the mask seals the agreement and makes the contract binding.

Salvage

Those who defeat a maskenmagier discover a *mask of the maestro* (see chapter 4).

Lore

DC 10 Intelligence (Arcana): The maskenmagier is immune to being poisoned or charmed.

DC 15 Intelligence (History: The masks that the maskenmagier offers are cursed.

DC 20 Intelligence (Religion): A maskenmagier can devour a humanoid's soul, allowing the fiend to take on an uncanny copy of the person's form.

Maskenmagier

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +7, Int +7, Wis +6
Skills Arcana +7, Deception +9, Insight +6, Perception +6, Sleight of Hand +7
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, poisoned
Senses truesight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Devour Soul. A maskenmagier can consume the soul of a humanoid it has killed within the last hour requiring the maskenmagier to be within 5 ft. of the corpse for 10 minutes. The victim's soul is trapped in the maskenmagier for 24 hours. If the maskenmagier dies before then or the soul is subjected to magic that raises the dead, the soul is freed. Otherwise, after 24 hours, the soul is digested, and no mortal magic can restore it. The maskenmagier can digest only one soul at a time.

After it has digested a soul, the maskenmagier gains a soul mask in the likeness of the owner of the devoured soul. The maskenmagier can use this mask along with the Shapechanger trait for 13 days.

Magic Resistance. The maskenmagier has advantage on saving throws against spells and other magical effects.

Teleport (Recharge 4–6). As its movement, the maskenmagier can teleport to an unoccupied space within 30 feet of it that it can see.

Quick Cantrip. The maskenmagier can use a bonus action to cast a cantrip.

Shapechanger. The maskenmagier can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. If the maskenmagier has a humanoid's soul mask, the fiend can meld the mask with a new humanoid form, allowing the maskenmagier to perfectly pass for that person. The maskenmagier instinctively says and does the right things, including speaking the correct language in the correct accent, if the fiend succeeds at a Charisma (Deception) check, which the fiend makes with advantage while wearing the soul mask. Any other equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The maskenmagier is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The maskenmagier knows the following spells and does not require components:

Cantrips (at will): *chill touch, mage hand, minor illusion, poison spray, prestidigitation, shocking grasp*
1st level (4 slots): *charm person, chromatic orb, silent image*
2nd level (3 slots): *mirror image, phantasmal force*
3rd level (3 slots): *counterspell, major image*
4th level (3 slots): *greater invisibility, phantasmal killer*
5th level (2 slots): *cloudkill, mislead*
6th level (1 slot): *eyebite*
7th level (1 slot): *prismatic spray*
8th level (1 slot): *glibness*
9th level (1 slot): *weird*

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage and 14 (4d6) psychic damage.

Mausgeist

"In the case of the mausgeist, the pursuit of power corrupts in ways only a fiend knows."

Fiendish Rodent. A mausgeist appears when a powerful spellcaster makes an infernal pact for immortality. Magic imbues each of a mausgeist's long whiskers, making the creature a deadly opponent.

A mausgeist hungers for humanoid flesh, wandering cemeteries at night to dig up hearts and livers to feast upon. Breaking the curse of a mausgeist's existence requires it to refrain from killing or devouring humanoid flesh for a thousand days.

Shifty Appearance. A mausgeist can change its appearance through magical means. The creature retains some rodent characteristics even in humanoid form.

Jungeist. A jungeist is a mausgeist before any pact gives it more power. This fiend is still a formidable foe, but it's easier to dispatch than a mausgeist.

Salvage

A mausgeist is a creature born of a hunger for undying power. Its remains can be harvested for their magical properties. Within the liver of a mausgeist is a *pearl of power*.

Someone who has proficiency with leatherworker's tools or weaver's tools can incorporate the hide of a mausgeist into a *cloak of the mausgeist* (see chapter 4). Doing so requires 10 days of work, extra materials worth 2,000 gp, and a successful DC 15 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (Arcana): A mausgeist is a fiend immune to poison and resistant to weapons that aren't silvered.

DC 15 Intelligence (History): A mausgeist can take humanoid form, but it still resembles a rodent in such a disguise. Even in that form, each of the fiend's whiskers can create a magical effect.

Jungeist

Tiny fiend, neutral evil

Armor Class 13 (natural armor)
Hit Points 49 (9d4 + 27)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	15 (+2)	16 (+3)	11 (+0)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands Abyssal but can't speak, telepathy 30 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Hearing. The jungeist has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and 7 (2d6) psychic damage.

Arcane Whiskers. The jungeist uses two of the following effects at random on one or two creatures the jungeist can see within 60 feet of it. It can use each whisker only once per turn

1. *Eldritch Bolt.* The target must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) force damage.
2. *Fear Blast.* The target must succeed on a DC 13 Wisdom saving throw or be frightened of the jungeist for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the target is aware of the jungeist, ending the effect on itself on a success.
3. *Sickening Ray.* The target must make a DC 13 Constitution saving throw. On a failure, the target takes 9 (2d8) poison damage and is poisoned until the end of the jungeist's next turn.
4. *Gripping Shadows.* The target must succeed on a DC 13 Strength saving throw or be grappled by shadowy tendrils (escape DC 13) for 1 minute and restrained while grappled in this way.

Mausgeist

Tiny fiend, neutral evil

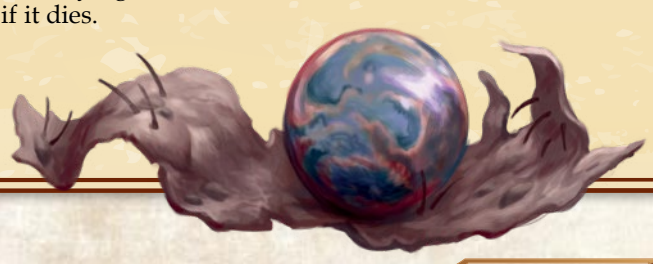
Armor Class 15 (natural armor)
Hit Points 110 (17d4 + 68)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	18 (+4)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +6, Int +4, Wis +5
Skills Perception +5, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages understands Abyssal but can't speak, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Hearing. The mausgeist has advantage on Wisdom (Perception) checks that rely on hearing.

Shapechanger. The mausgeist can use its action to polymorph into a form that resembles a Small humanoid or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage and 13 (3d8) psychic damage.

Arcane Whiskers. The mausgeist uses two of the following effects at random on one or two creatures the mausgeist can see within 90 feet of it. It can use each whisker only once per turn.

1. *Eldritch Bolt.* The target must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) force damage.
2. *Fear Blast.* The target must succeed on a DC 15 Wisdom saving throw or be frightened of the mausgeist for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the target is aware of the mausgeist, ending the effect on itself on a success.
3. *Fire Orb.* The target must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) fire damage.
4. *Gripping Shadows.* The target must succeed on a DC 15 Strength saving throw or be grappled by shadowy tendrils (escape DC 15) for 1 minute and restrained while grappled in this way.
5. *Hungry Shadows.* The target must make a DC 15 Constitution saving throw. On a failure, shadowy tendrils deal the target 18 (4d8) necrotic damage and render it unable to take reactions until the end of the mausgeist's next turn. If the save succeeds, the target takes half the damage but no other effect.
6. *Hypnotic Phantasm.* The target must succeed on a DC 15 Intelligence saving throw, or a scintillating phantasm only it sees renders it charmed by the mausgeist for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends if the target takes any damage or if someone else uses an action to shake the target out of the stupor.

Memori Lich

"Some find honor in a warrior's death, but others seek an everlasting place among those who fight on in undeath."

Beyond Death. A warrior who seeks lichdom does so in pursuit of glory in battle beyond death. These skilled fighters enter a bargain with an evil entity to evade the afterlife. Unlike wizards who seek arcane knowledge in their immortality, a warrior desires unmatched strength and prowess in battle. The arcane transformation causes a memori lich's physical form to decay but, in exchange, the undead form has supernatural strength and can call up fire to divide the battlefield. As with spellcasting liches that have individualized magical talents, each memori lich is unique.

Memento Skull. To transcend death, a warrior drinks a toxic concoction mixed with the blood of a powerful creature poured into the skull of a defeated enemy. Drinking the fluid causes immediate death and transformation into a memori lich, whose soul is pulled into the skull.

The memento skull must be fed to sustain its magic. When a memori lich slays an opponent, the opponents fleeting spiritual energy feeds the memento skull through the memori lich. Most memori liches prefer stronger foes who have skills the lich can learn by consuming the stored energy.

A Memori Lich's Lair

A memori lich might haunt an ancient battlefield or a fortress from which it can lead undead soldiers.

Lair Actions

On initiative count 20 (losing initiative ties), the memori lich can take a lair action to cause one of the following magical effects. The memori lich can't use the same effect two rounds in a row.

- The ground within 120 feet of the memori lich shakes violently for a moment. Each creature of the memori lich's choice in that area must succeed on a DC 16 Dexterity saving throw or fall prone.
- Creatures of the memori lich's choice within 60 feet of the lich can't regain hit points until initiative count 20 on the next round.
- Shades of those the memori lich has slain swirl around in a 30-foot sphere centered on the lich. This effect goes around corners. The shades help the lich, and so the lich rolls 1d4 with the d20 rolled for any ability check or saving throw, adding the number rolled on the d4 to the result. The apparitions hinder those hostile to the lich and outline them with a faint glow. The area is difficult terrain for such creatures, and they can't benefit from being invisible while in the area. These benefits last until initiative count 20 on the next round.

Salvage

A memori lich's skull can be a primary component for a *mace of disruption*. Someone who has proficiency with smith's tools can incorporate the skull into the mace, which takes 10 days and other materials worth 2,000 gp to make. The mace must also have *dispel evil and good* cast on it at least three times during its making.

Lore

DC 10 Intelligence (History): A memori lich is a warrior who became immortal through eldritch means.

DC 15 Intelligence (Religion): A memori lich has supernatural strength and prowess, along with resistances common to the undead. It takes magic weapons to effectively hurt one, and its form can't be changed.

DC 25 Intelligence (Arcana): The magic that sustains a memori lich lies within a relic called a memento skull. To permanently kill the lich, one must destroy the skull.

Memori Lich

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 228 (24d8 + 120)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +8, Con +11, Wis +8
Skills Arcana +7, Athletics +11, Intimidation +8, Perception +8
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 18
Languages one or two languages
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Action Surge (Recharges after a Short or Long Rest). The memori lich takes one extra action.

Brute. A weapon deals two extra dice of its damage when the memori lich hits with it (included in the attack).

Fast Healing. While at 94 or fewer hit points, the memori lich regains 10 hit points at the start of each of its turns. This trait doesn't function while the lich has 0 hit points.

Immutable. No effect can alter the memori lich's form.

Legendary Resistance (3/Day). If the memori lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If destroyed while its memento skull remains intact, the memori lich gains a new body in 2d4 days, regaining all its hit points and becoming active again. Its new body appears within 5 feet of the memento skull.

Superior Critical. The memori lich scores a critical hit on a roll of 18–20.

Turn Resistance. The memori lich has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The memori lich uses stunning presence and makes four attacks. The lich can use wall of fire in place of one attack.

Greatsword. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 19 (4d6 + 5) slashing damage.

Stunning Presence. Each creature of the memori lich's choice within 120 feet of and aware of it must succeed on a DC 16 Wisdom saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lich's Stunning Presence for the next 24 hours.

Wall of Fire (Recharge 5–6). The memori lich creates a wall of fire on a solid surface within 120 feet of it. The wall can be up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts until the start of the lich's next turn. When the wall appears, each creature in its area must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. A creature takes 18 (4d8) fire damage when it enters the wall for the first time on a turn or ends its turn there.

Legendary Actions

The memori lich can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The memori lich regains spent legendary actions at the start of its turn.

Attack. The memori lich attacks with a weapon.

Move. The memori lich moves up to its speed.

Binding Curse (Costs 2 Actions). The memori lich targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically cursed. Until the curse ends, the target can't move more than 30 feet from the memori lich and takes 7 (2d6) extra necrotic damage if hit with the memori lich's weapon attack. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect otherwise ends in 1 minute, if the lich becomes incapacitated or dies, or if the target dies. If the target dies, the lich regains 20 hit points.

Siphon Vitality (Costs 3 Actions, Recharge 6). This action has no effect on undead or constructs, but plants have disadvantage on the saving throw. Each creature within 20 feet of the memori lich must make a DC 16 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Meyana

"Some people eat only plants. A few plants are happy to return the favor."

Hunting Plants. Meyanas are bipedal plant creatures that walk on leglike roots, and they can use tools they hold in appendages resembling arms. These appendages end in pincers that can hold and utilize tools.

A meyana can be up to 7 feet tall. Its torso is most of that, with a long, grasping frond that resembles a clam shell. This torso frond is big enough to "swallow" an adult human. Inside these fronds, meyanas digest flesh into a nutrient goo the creature can absorb. A meyana uses leftover bones as tools, weapons, or decorations.

Several stalks grow out of a meyana's body, and the meyana uses these to sense the environment. (A meyana has no head.) Holes in these stalks allow the meyana to communicate with vocalizations. Most meyanas speak Sylvan.

Meyanas reproduce by shedding one mature "hand." This pod then grows into a new meyana. An infant starts at about a foot long, but after feasting on meat, the baby can grow to full size in 6 months.

Humid Habitat. Meyanas live in forests or other tropical, subtropical, or temperate climates. They camouflage themselves in thick vegetation, making their hunting easier. Meyanas live in sheltered thickets or wet underground areas. They prefer enclosed spaces to open ones.

Despite their preferences, meyanas can survive in any area that supports plant growth. They can be a threat to any area in which they can gain a foothold. Only inadequate prey can slow their proliferation.

Meyanas congregate in small tribes. Those tribes work together in a larger system that cooperates, shares food, and defends each other.

Salvage

Someone who has proficiency with alchemist's supplies can use the leaves of one adult meyana to brew a *potion of greater healing*. Doing so takes 4 hours of work and a successful DC 13 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Nature): The woody, plantlike structure of a meyana makes the creature resistant to piercing damage. Anyone trapped in the plant's central body risks being quickly digested.

DC 15 Intelligence (Nature): Meyanas can sense the footfalls of those moving on the ground.

Meyana

Medium plant, neutral

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	9 (–1)	13 (+1)	9 (–1)

Skills Athletics +4, Perception +3, Stealth +2, Survival +3
Damage Resistances piercing
Senses tremorsense 60 ft., passive Perception 13
Languages Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Plant Camouflage. The meyana has advantage on Dexterity (Stealth) checks it makes while obscured by vegetation.

Actions

Multiattack. The meyana makes one bite attack and one greatclub attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 5 (2d4) acid damage, or 10 (4d4) acid damage if the target started the turn grappled by the meyana. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the meyana can't bite another target.

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Young Meyana

Small plant, neutral

Armor Class 13 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	8 (–1)	11 (+0)	8 (–1)

Skills Athletics +3, Stealth +3, Survival +2
Damage Resistances piercing
Senses tremorsense 30 ft., passive Perception 10
Languages Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Plant Camouflage. The young meyana has advantage on Dexterity (Stealth) checks it makes while obscured by vegetation.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and 3 (1d6) acid damage, or 5 (2d4) acid damage if the target started the turn grappled by the young meyana. If the target is a Small or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the meyana can't bite another target.

Mjorks

"Is it just me, or does the darkness seem thicker?
And did it just get really warm in here?"

Sootling Spawned. Where the powers of fire and earth meet, sparks of elemental energy can ignite a faint light of sentience between the two elements. These sootlings are amorphous creatures, folding and stretching into various beastlike shapes. If allowed to thrive between the elements of fire and earth, the sootling eventually grows into a mjork unless magic keeps its development halted.

Volcanic Elementals. A mjork is a creature as filled with chaos as the fires that fueled it, and as solid as the rock that gave it shape. The elemental looks like a humanoid of volcanic rock, moving with a jagged, stilted gait. Small cracks accent its surface, revealing a pulsating flame within. Heat emanates from the mjork's body, burning those who come too close and leaving singed, sooty tracks where it moves.

As they grow larger, mjorks specialize. Some focus on their solid, rocky shape and charging through foes. Others emphasize fire, allowing their internal flames to sheathe the body. Still others embrace smoke and ash. Some of these ashers grow from sootlings who barely survived their emergence and became attached to their sooty origins.

A World of Ash. Mjorks have a narrow worldview, having been raised in the grind and heat of volcanic stone. To them, the environment they spawned from is the only place of safety they have known, and they wish to spread it across the world. To bring about this ideal, mjorks wander sparsely inhabited areas where they spread fires and watch the world around them burn. These expeditions of destruction last until the mjork returns to the volcanic area that gave it life.

Elemental Nature. A mjork doesn't require food, drink, or sleep.

Mjork

Medium elemental, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (–2)	10 (+0)	6 (–2)

Damage Vulnerabilities thunder
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan, Terran
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fiery Body. A creature that touches the mjork or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The mjork sheds dim light in a 10-foot radius.

Smoke Sense. A mjork in contact with smoke has blindsight in that smoke's area in a radius of up to 120 feet.

Water Susceptibility. For every 5 feet the mjork moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The mjork makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and 3 (1d6) fire damage.

Salvage

Within every mjork is a heart of ash hardened into smoky crystal. This crystal might already be broken in the remains of a slain mjork, making it useless. An intact crystal can be broken or hurled at a point up to 60 feet away as an action. When it breaks, which it does upon landing if hurled, the crystal releases a 20-foot-radius sphere of sooty smoke, centered on a point in the breaker's space or on the point where the crystal landed. The smoke spreads around corners, and its area is heavily obscured. It lasts for 1 minute, but a moderate wind (at least 10 miles per hour) disperses it in 4 rounds. A strong wind (20 or more miles per hour) disperses the smoke in 1 round. These crystals sell for 15gp or more each.

The smaller crystals from sootlings or broken mjork crystals are like smoky quartz. These gems can be worth from 1 sp to 1 gp each, or more to collectors who believe they are mjork crystals. Someone who polishes them using jeweler's tools can increase their value as semiprecious stones.

Lore

DC 10 Intelligence (Nature): Mjorks are made from earth and fire clashing together. These elementals often dwell near volcanoes.

DC 15 Intelligence (Arcana): Mjorks are vulnerable to thunder damage, which cracks their rocky skin. They can also sense through smoke as if the haze provided them blindsight.

Mjork Charger

Large elemental, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	6 (–2)	10 (+0)	6 (–2)

Damage Vulnerabilities thunder
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan, Terran
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the mjork charger moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage and 3 (1d6) fire damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Fiery Body. A creature that touches the mjork charger or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Illumination. The mjork charger sheds dim light in a 10-foot radius.

Momentum. If the mjork charger moves on its turn before attacking, creatures have disadvantage on attack rolls for opportunity attacks against it.

Smoke Sense. A mjork charger in contact with smoke has blindsight in that smoke's area in a radius of up to 120 feet.

Water Susceptibility. For every 5 feet the mjork charger moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The mjork makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and 7 (2d6) fire damage.

Mjork Burner

Large elemental, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	18 (+4)	7 (–2)	12 (+1)	7 (–2)

Damage Vulnerabilities thunder
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Ignan, Terran
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fiery Body. A creature that touches the mjork burner or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Fire Path. The mjork burner leaves fire behind in any space it moves through. Until the start of the mjork's next turn, any creature that enters this area for the first time on a turn or ends its turn there takes 5 (2d4) fire damage. The fire can ignite flammable objects (not creatures), causing the mjork's Fire Path to last longer.

Ignite. A creature or flammable object ignites if it takes fire damage from the mjork burner's attacks. Until a creature takes an action to douse this fire, the target takes 5 (2d4) fire damage at the start of each of its turns.

Illumination. The mjork burner sheds bright light in a 10-foot radius and dim light for another 10 feet.

Smoke Sense. A mjork burner in contact with smoke has blindsight in that smoke's area in a radius of up to 120 feet.

Water Susceptibility. For every 5 feet the mjork burner moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The mjork burner makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, 7 (2d6) fire damage, and Ignite.

Hurl Fire. *Ranged Spell Attack*: +5 to hit, ranged 30/60 ft., one target. *Hit*: 13 (3d6 + 3) fire damage and Ignite.

Mjork Asher

Large elemental, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	7 (–2)	13 (+1)	7 (–2)

Damage Vulnerabilities thunder
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Ignan, Terran
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blinding Soot. A creature that takes fire damage from a mjork asher's attacks must make a DC 14 Constitution saving throw or be blinded until the end of the mjork's next turn.

Fiery Body. A creature that touches the mjork asher or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Smoke Sense. A mjork asher in contact with smoke has blindsight in that smoke's area in a radius of up to 120 feet.

Smoke Shroud. While the mjork asher has 41 or more hit points, smoke renders a sphere within 20 feet of it heavily obscured. This smoke goes around corners. Even while the mjork has 40 or fewer hit points, tendrils of this smoke extend to 60 feet from the mjork, providing smoke for the Smoke Sense of all mjorks. However, the whole shroud dissipates during any round the mjork is exposed to moderate (at least 10 miles per hour) or stronger wind.

Water Susceptibility. For every 5 feet the mjork asher moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The mjork asher makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and 7 (2d6) fire damage and Blinding Soot.

Hurl Soot. *Ranged Spell Attack*: +5 to hit, ranged 30/60 ft., one target. *Hit*: 12 (3d6 + 2) fire damage and Blinding Soot.

Create Sootlings (1/Day). The mjork asher chooses a point within 60 feet of it that it can sense. Smoke fills a 20-foot radius sphere centered on that point. The sphere spreads around corners, and its area is heavily obscured. This smoke lasts until the start of the mjork's next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Unless dispersed before the start of the mjork's next turn, a sootling swarm forms in a space in the area, favoring a space a creature hostile to the mjork occupies. The swarm takes its turn just after the mjork and obeys the mjork's verbal commands (no action for the mjork). If issued no commands, the swarm acts independently, often attacking a creature that isn't its ally. The swarm can survive indefinitely after being created.

Mjork Sootling Swarm

Medium swarm of Tiny elementals, chaotic neutral

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	12 (+1)	4 (–3)	10 (+0)	3 (–4)

Damage Vulnerabilities thunder
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands Ignan and Terran but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hot Soot. A creature that ends its turn in the sootling swarm's space takes 5 (2d4) fire damage, or 2 (1d4) fire damage if the swarm has half of its hit points or fewer. The creature must also succeed on a DC 11 Constitution saving throw or be blinded and unable to breathe until the end of its next turn.

Smoke Sense. A sootling swarm in contact with smoke has blindsight in that smoke's area in a radius of up to 120 feet.

Swarm. The sootling swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points

Water Susceptibility. For every 5 feet the sootling swarm moves in water, or for every gallon of water splashed on it, it takes 2 cold damage.

Actions

Burns. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) fire damage, or 5 (2d4) fire damage if the swarm has half of its hit points or fewer.

Variant: Sootling Familiar

Sootlings that have become familiars have the following trait.

Familiar. A sootling can partner with another creature as a familiar, forming a telepathic bond with this willing partner. While the two are bonded, the partner can sense what the sootling senses while they are within 1 mile of each other. If the partner harms the sootling, the sootling ends the telepathic bond and ceases being a familiar.

Mjork Sootling

Tiny elemental, chaotic neutral

Armor Class 12
Hit Points 10 (3d4 + 3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	15 (+2)	12 (+1)	4 (–3)	10 (+0)	3 (–4)

Damage Vulnerabilities thunder
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands Ignan and Terran but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Heated Body. A creature that ends its turn grappling the sootling takes 1 fire damage.

Smoke Sense. A sootling in contact with smoke has blindsight in that smoke's area in a radius of up to 120 feet.

Water Susceptibility. For every 5 feet the sootling moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Burn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) fire damage.

Morbus Kobolds

"If a group of lions is called a pride, a group of morbus kobolds is called an infection."

Health Hazards. Across Etharis, and particularly in the city-state of Liesech, kobolds are associated with vermin and plague. Sewer-dwelling kobolds, known as morbus kobolds by the few scholars who study such beings, seem immune to the diseases they carry. Worse, these kobolds move from region to region spreading outbreaks. If a gathering of morbus kobolds is found in a sewer system, where they prefer to take up residence, local officials are quick to put a bounty on the creatures before they bring about a health crisis.

Fervent Filth Followers. Morbus kobolds worship the Filth Grazer, a creature they claim blessed morbus kobolds with resilience against plague and other ailments on the condition that they helped spread the diseases they carry. Morbus kobolds believe that commitment to spread plagues did not end with their ancestors, but that the blessing must be renewed. This dogma allowed morbus kobolds to flourish at the expense of other people.

Guided by their beliefs, morbus kobolds live in nomadic clans. These clans stop in a settlement long enough to infect locals with diseases from other regions, contract local diseases, then move on. Morbus kobolds consider it a point of pride when their efforts produce a pandemic, particularly if the disease is as severe as the Weeping Pox.

Morbus kobolds obsess about losing the Filth Grazer's blessing. If a morbus kobold expresses doubts about spreading disease or the existence of the Filth Grazer, they face banishment or worse. Most loyally spend their days wallowing in filth, training giant rats, and carrying out plots to spread infection.

Kobold Kin. Built like other kobolds, morbus kobolds stand out with their jaundice and webbed feet. Some morbus kobolds have functioning gills, a trait these kobolds believe signifies the Filth Grazer's favor. One can often smell a morbus kobold before seeing it, owing to their sewer homes and filthy habits.

Morbus kobolds who survive long enough become elders. These elders show cosmetic signs of diseases they've carried over their lifetime, such as bloodshot eyes, discolored skin, and raspy voices punctuated with coughing fits. Disease growths protrude from an elder's body, each a mark of worthiness in morbus kobold beliefs.

Salvage

Someone who has proficiency with Medicine can attempt a DC 13 Wisdom (Medicine) check to extract the largest tumor from a morbus kobold elder. If this check succeeds, someone who has proficiency with alchemist's supplies or an herbalism kit can wrap the tumor with herbs and reagents worth 200 gp. The wrapped tumor must be left in open air so it receives daily sunlight for 7 days. Someone must cast *lesser restoration* on the tumor during this time. At the end of the process, the tumor can be polished and set in a necklace, making a *periapt of health*.

Lore

DC 13 Intelligence (Nature): Morbus kobolds are a known for spreading disease. Despite their role in propagating contagions, they are immune to the effects of all known diseases.

DC 13 Intelligence (History): The first documented record of an encounter with a morbus kobold was in the city of Liesech during the early days of the Weeping Pox. Shortly after this encounter, the Weeping Pox began spreading in nearby regions.

DC 16 Wisdom (Medicine): The largest tumors in morbus kobold elders can be treated then dried in sunlight to create a ward against diseases.

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	10 (+0)	9 (–1)	8 (–1)

Saving Throws Con +3 (+5 vs. being poisoned)
Skills Medicine +1, Stealth +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Draconic and one other language
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Carrier. The morbus kobold can contract a disease but is immune to effects other than cosmetic symptoms.

Infection. A creature that touches the morbus kobold or anything it has touched in the past 24 hours is exposed to a disease, usually sewer plague.

Pack Tactics. The morbus kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the morbus kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and Infection.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and Infection.

Gore Bag. The morbus kobold throws a sack filled with diseased gore at a point it can see within 20 feet of it. Each creature within 5 feet of the chosen point is subjected to Infection. A kobold usually carries only one such bag at a time.

Morbus Kobold Elder

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 39 (6d6 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	9 (–1)

Saving Throws Con +5 (+7 vs. being poisoned)
Skills Medicine +4, Stealth +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Draconic and one other language
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The morbus kobold elder can breathe air and water.

Carrier. The morbus kobold elder can contract a disease but is immune to effects other than cosmetic symptoms.

Infection. A creature that touches the morbus kobold elder or anything it has touched in the past 24 hours is exposed to a disease, usually sewer plague.

Pack Tactics. The morbus kobold elder has advantage on an attack roll against a creature if at least one of the elder's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the morbus kobold elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The morbus kobold elder's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:
At will: *detect poison and disease*
3/day: *flash fever*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and Infection.

Mothfolk

"Many things haunt the night. But what I witnessed after the bridge collapsed...that was horrid. I can still see its red eyes and hear the beating of wings."

Flying Terror. Those carrying bright torches or lanterns at night risk catching the attention of the mothfolk. These winged 7-foot-tall humanoids with large moth wings fly across the night sky searching for bright lights.

Disaster Seekers. Mothfolk are often found around disasters, relishing the mayhem.

Red Glow. The mothfolk have giant red glowing eyes. Creatures that stare too long into them are terrified at what those eyes reveal.

Salvage

The mothfolk's eyes glow with arcane potential. Someone collecting 10 mothfolk eyes can craft a *mace of terror*. This requires a proficient weaponsmith to succeed on a DC 15 Intelligence (Arcana) check after 5 days of work and using 500 gp of components.

Lore

DC 10 Intelligence (Nature): The mothfolk are fast fliers, making it impossible to land opportunity attacks on them at times.

DC 15 Intelligence (History): The mothfolk are drawn to disasters.

DC 20 Intelligence (Arcana): The mothfolk's eyes can cause paranoia in those who look too deeply into them.

Mothfolk

Medium fey, chaotic evil

Armor Class 15 (natural armor)
Hit Points 60 (8d8+24)
Speed 20 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	16 (+3)

Saves Dex +5
Skills Athletics +7, Perception +5
Damage Vulnerabilities radiant
Damage Resistance piercing, slashing, and bludgeoning from nonmagical attacks
Damage Immunities psychic
Senses darkvision 120 ft., passive Perception 15
Languages understands Sylvan but can't speak
Challenge 4 (1,100) **Proficiency Bonus** +2

Fey Ancestry. The mothfolk have advantage on saving throws against being charmed, and magic can't put it to sleep.

Disaster Sense. The mothfolk have a natural understanding of when disaster may strike. The mothfolk get advantage on initiative rolls and Dexterity saving throws against effects that they can see and cannot be surprised.

Flyby. The mothfolk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The mothfolk makes two kick attacks.

Kick. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) slashing damage.

Mothfolk Curse. The mothfolk's red eyes glow with horrid magic. The mothfolk chooses one creature within 300 feet of it. That creature must succeed a DC 13 Wisdom saving throw. On a success, the target is immune to the Mothfolk Curse for 24 hours. A creature that is blind is immune as well.

On a failure, the creature is under the effect of the Mothfolk Curse for 1 minute. When under the curse, the target's eyes turn red and it is charmed and frightened of any mothfolk it can see. The target gains the flaw "Get me away from those monsters hiding everywhere!" A *remove curse*, *lesser restoration*, or similar spell remove this curse. The target can attempt another Wisdom saving throw after 1 minute. On a success, the curse ends. On a failed save, the curse is permanent until removed.

Mouruge

"A twisted manifestation claws its way out of the mire, looking for warm flesh to feast on, driven by an insatiable hunger."

Black Mire Born. When an evil humanoid falls in the Black Mire, vines find the body. They wrap the corpse, strip away flesh, and create two belts of bones that cross the chest. After transformation, the sapient and emotionless mouruge contends with eternal hunger for flesh. It roams and consumes all corpses, while the bones around its body rattle a warning.

Mouruge

Medium undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	7 (–2)	13 (+1)	5 (–3)

Skills Athletics +5, Perception +3
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 2 (450 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the mouruge to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the mouruge drops to 1 hit point instead.

Actions

Multiattack. The mouruge attacks once with its bite and once with its slam.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 3 (1d6) necrotic damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 3 (1d6) necrotic damage.

Kindled Hatred. Some mouruges were so powerful in life that their personality carries into undeath. This phenomenon is so rare that no one attempts to become a mouruge. Such a kindled mouruge hunts down and devours those it hated in life. This hatred manifests in mastery of soul fire.

Undead Nature. The mouruge doesn't require air, food, drink, or sleep.

Salvage

The bones of one mouruge can be ground into a powder. When combined with raw meat, mud, and other reagents worth 100 gp, the mixture creates a magical substance known as *gristaline* (see chapter 4).

Lore

DC 10 (Intelligence (Religion): A mouruge is driven by the need to eat flesh, favoring that of their enemies during their living years.

DC 15 (Intelligence (Religion): Kindled mouruges can control fire, and they are vulnerable to holy water. Such a mouruge has more self-awareness and can be reasoned with.

Kindled Mouruge

Medium undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Wis +5
Skills Athletics +6, Perception +5
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Holy Water Vulnerability. The kindled mouruge takes double damage from holy water.

Undead Fortitude. If damage reduces the kindled mouruge to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the kindled mouruge drops to 1 hit point instead.

Actions

Multiattack. The kindled mouruge makes two attacks, only one of which can be a bite or soul fire.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 5 (2d4) necrotic damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and 5 (2d4) necrotic damage.

Soul Fire (Recharge 4–6). *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or ranged 30 ft., one target. *Hit:* 9 (2d8) fire damage and 7 (2d6) necrotic damage. If the target is a creature other than a construct, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage and 3 (1d6) necrotic damage at the end of each of its turns.

Mud Zombie

"Never go into a fight with a mud zombie alone. It's full of surprises you won't enjoy."

Fused Gore. Any muddy or swampy area could hide a grotesque surprise. Mud zombies form from piles of gore. At rest, they look like mounds of remains, but when roused, each becomes a writhing mass of muck-covered limbs. These limbs can split from the mass and continue fighting.

Undead Nature. A mud zombie doesn't require air, food, drink, or sleep.

Salvage

Mud zombies often contain or still wear equipment and jewelry left on the zombie's constituent parts.

Lore

DC 10 Intelligence (Nature): Mud zombies look like large piles of gore.

DC 13 Intelligence (Religion): Stories tell of these writhing masses breaking into smaller monsters when attacked.

GM Advice: For some added fun and challenge, add a ranged attack for the mud zombie, where it throws grasping hands at enemies. These hands attack at +5, doing 6 (1d6 + 3) damage on a successful attack. A hand continues to claw at the targeted creature for that damage each round until the target escapes the claw (escape DC 13).

Mud Zombie

Large undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	3 (–4)	8 (–1)	3 (–4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. While the mud zombie remains motionless, it is indistinguishable from an oozing pile of corpse parts.

Formless. Without squeezing, the mud zombie can move through an opening a creature up to two sizes smaller can move through.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained. A mud zombie can grapple up to two creatures at a time.

Reactions

Split. When a mud zombie that is Medium or larger takes 10 damage or more, it splits into two new zombies if it has at least 10 hit points. Each new zombie has hit points equal to half the original zombie's, rounded down. New zombies are one size smaller than the original zombie.

Mukad

"The Aether Kindred slumber, but mukads writhe and work, preparing for their masters' return. We must eradicate every infestation before it's too late."

Aether Kindred Agents. Mukads are big, sapient insectile creatures that scrabble feverishly in the darkness beneath towns and cities. They serve the Aether Kindred and prepare for the return of their extraplanar masters. A gathering of mukads is known as an infestation.

Communal Mind. Many sages believe the mental powers of mukads come from a connection to Pharazorthok. Some have suggested individual mukads are physical manifestations of a fragment of an Aether Kindred's mind.

Grotesque Forms. Mukads are bizarre humanoid-sized centipedes with tough greenish-black carapaces. A mukad walks on hundreds of thin legs, providing rapid movement across walls and ceilings. Also, each mukad has two clawed hands and a pair of venom-filled mandibles.

Mukads come in sizes and shapes based on their place in the infestation hierarchy and their stage of growth. Larvae, each about the size of a house cat, are voracious. They form swarms to devour whatever they can and grow quickly. Most larvae grow into workers, about as large as a human child. These workers can specialize in colony defense, growing a little larger and becoming droners or warriors.

All these mukads issue from progenitors. Mukad progenitors are central to a mukad infestation. These massive leaders direct the infestation's activities and implant prey with a reproductive substance from which larvae emerge to expand the infestation.

Salvage

Someone who has proficiency in the Arcana or Medicine skill can extract the venom sacs from an adult mukad with a successful DC 13 Intelligence (Arcana) or Wisdom (Medicine) check. Somebody who has proficiency with alchemist's supplies or a poisoner's kit must refine and preserve the toxin with reagents worth 5 gp. Success in this process yields one dose of mukad venom, or two doses from a progenitor mukad.

Mukad Venom (Ingested or Injury). A creature subjected to this poison takes 1d6 poison damage. The creature must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature drops to 0 hit points while poisoned in this way, it becomes stable, but it is poisoned for 1 hour and paralyzed while poisoned in this way.

Lore

DC 10 Intelligence (Nature): The mandibles of these sapient centipedal aberrations contain a paralytic poison.

DC 15 Intelligence (Arcana): Mukads are telepathic, and some have psychic powers to enthrall, distract, and cause pain.

DC 20 Intelligence (Arcana): Progenitor mukads can inject already paralyzed creatures with a strange "poison" that causes a creature to be paralyzed for a day. The substance creates an ectoplasmic "cocoon" from which mukad larvae eventually emerge to feed on the paralyzed victim.

Mukad Larva

Tiny aberration, lawful evil

Armor Class 12 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	12 (+1)	12 (+1)	3 (–4)	10 (+0)	4 (–3)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Magic Resistance. The mukad has advantage on saving throws against spells and other magical effects.
Spider Climb. The mukad can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 poison damage.

Mukad Worker

Small aberration, lawful evil

Armor Class 13 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	4 (–3)	10 (+0)	5 (–3)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages Mukad, telepathy 30 ft.
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Magic Resistance. The mukad has advantage on saving throws against spells and other magical effects.

Spider Climb. The mukad can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The mukad can burrow through solid rock at half its burrowing speed. When it burrows, it leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The mukad makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature drops to 0 hit points while poisoned in this way, it becomes stable, but it is poisoned for 1 hour and paralyzed while poisoned in this way.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage.

Mukad Droner

Small aberration, lawful evil

Armor Class 13 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (–2)	11 (+0)	13 (+1)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages Mukad, telepathy 30 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aetheric Drone. As a bonus action, the mukad strums its legs together, making a low, psionic buzz that transcends hearing. Each non-aberration within 30 feet of the mukad must succeed on a DC 11 Wisdom saving throw or become charmed by the mukad. Creatures fighting the mukad or its allies have advantage on this save. While charmed in this way, a creature has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the mukad droner using this action. The effect ends if the droner ends it (no action required), becomes incapacitated, or fails to use a bonus action to continue it.

Magic Resistance. The mukad has advantage on saving throws against spells and other magical effects.

Spider Climb. The mukad can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The mukad can burrow through solid rock at half its burrowing speed. When it burrows, it leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The mukad makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature drops to 0 hit points while poisoned in this way, it becomes stable, but it is poisoned for 1 hour and paralyzed while poisoned in this way.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage.

Aetheric Scream (Recharge 5–6). The mukad unleashes a psychic scream in a 30-foot-radius sphere centered on it. The scream goes around corners. Each non-aberration in the area must succeed on a DC 11 Wisdom saving throw or take 10 (3d6) psychic damage and be unable to take reactions until the end of the mukad's next turn.

Mukad Larva Swarm

Medium swarm of Tiny aberrations, lawful evil

Armor Class 12 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	3 (–4)	10 (+0)	4 (–3)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Magic Resistance. The swarm has advantage on saving throws against spells and other magical effects.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 1) piercing damage and 7 (2d6) poison damage, or 3 (1d6) piercing damage and 3 (1d6) poison damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature drops to 0 hit points while poisoned in this way, it becomes stable, but it is poisoned for 1 hour and paralyzed while poisoned in this way.

Mukad Warrior

Medium aberration, lawful evil

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft., burrow 10 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	6 (–2)	12 (+1)	7 (–2)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages Mukad, telepathy 30 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The mukad has advantage on saving throws against spells and other magical effects.

Psychic Defender. Any non-aberration that starts its turn within 10 feet of the mukad warrior must succeed on a DC 11 Wisdom saving throw or be unable to attack a creature other than the mukad, another mukad with this trait, or another creature compelling the target to attack it.

Spider Climb. The mukad warrior can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The mukad can burrow through solid rock at half its burrowing speed. When it burrows, it leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The mukad makes two attacks: one with its bite and one with its claws

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage and 4 (1d8) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature drops to 0 hit points while poisoned in this way, it becomes stable, but it is poisoned for 1 hour and paralyzed while poisoned in this way.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

Reactions

Psychic Distraction. The mukad imposes disadvantage on the attack roll of one creature it can sense within 30 feet of it, provided the target can be frightened and the attack roll is against a creature other than the mukad, another mukad warrior, or another creature compelling the target to attack it.

Mukad Progenitor

Large aberration, lawful evil

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Mukad, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The mukad has advantage on saving throws against spells and other magical effects.
Spider Climb. The mukad can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The mukad can burrow through solid rock at half its burrowing speed. When it burrows, it leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The mukad makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 9 (2d8) poison damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature drops to 0 hit points while poisoned in this way, it becomes stable, but it is poisoned for 1 hour and paralyzed while poisoned in this way.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) slashing damage.

Aetheric Blast (Recharge 6). The mukad unleashes a burst of psionic dissonance in a 60-foot cone. The effect goes around corners. Each non-aberration in the area must make a DC 13 Intelligence saving throw. On a failure, a creature takes 18 (3d10 + 2) psychic damage and is incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the save succeeds, the creature takes half as much psychic damage and isn't incapacitated.

Aetheric Incubation. The mukad injects a paralyzed creature with a powerful psychic substance. The target must succeed on a DC 14 Intelligence saving throw or become paralyzed for 24 hours. Over this time, an ectoplasmic substance harmlessly encases the creature. Removing the ectoplasm takes 1 minute, and "escaping" from it takes no effort. If the ectoplasm remains for 13 (3d8) hours, 1d4 + the creature's Intelligence bonus mukad larvae appear on the creature, absorbing the ectoplasm "cocoon." These larvae attack the paralyzed creature, feeding on it.

Nacambra

"The foul odor of a nacambra should be warning of its presence, yet it manages to creep unnoticed through the shadows, preying on those who can't easily defend themselves.

Shadow Suckers. Nacambras come out at night. They "bite" a victim's shadow, pinning the unfortunate in place and magically sucking blood through the shadow.

Hideous Hybrid. A nacambra resembles a hornless goat, but has large ears and a long, flexible tail that can be used as a whip. It's often seen walking backwards with its head lowered between its hind legs.

Horrible Odor. A nacambra exudes a stench of decay that can overwhelm the senses of nearby creatures, causing them to become nauseated. The stench serves as a defense mechanism.

Picky Eaters. Although the nacambra usually stalks easy prey, sometimes it emerges from its lair in search of children, who it kills to harvest their hearts, which its master uses to fashion amulets.

Magical Minions. Those who possess the power to command nacambras are sorcerers called nacambraan, said to keep nacambras in jars made of clay.

Nacambra

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (–2)	13 (+1)	9 (–1)

Skills Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The nacambra has advantage on saving throws against spells and other magical effects.

Stench. Any creature that starts its turn within 5 feet of the nacambra must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all nacambras for 1 hour.

Sunlight Sensitivity. While in sunlight, the nacambra has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sure-Footed. The nacambra has advantage on Strength and Dexterity saving throws against effects that would knock it prone.

Actions

Shadow Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 12) by its shadow. Until this grapple ends, the nacambra can't bite another target. However, the nacambra can use a bonus action to bite the grappled target.

Tail Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadow Shroud. Provided it's in dim light or darkness, the nacambra magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the nacambra wears or carries is invisible with it.

Salvage

The scent glands of a nacambra contain a toxin. Harvesting the glands without releasing noxious fumes requires a successful DC 15 Wisdom (Medicine or Survival) check by someone who has proficiency with a poisoner's kit. The poisonous substance can then be mixed with fortified wine and turned into a *potion of poison* with a successful DC 15 Intelligence check in one hour using the kit.

Lore

DC 10 Intelligence (Arcana): A nacambra is a nocturnal creature and has sensitivity to sunlight.

DC 15 Intelligence (Arcana): A nacambra has magic resistance.

DC 20 Intelligence (Arcana): A nacambra can attach itself to a victim's shadow and magically draw blood through it.

Nacambraan Sorcerer

Medium fey, neutral evil

Armor Class *13 (16 with mage armor)*
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Con +5, Cha +6
Skills Arcana +4, Deception +6, Perception +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages One national language, Abyssal, Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Quick Cantrip. The nacambraan sorcerer can use a bonus action to cast one cantrip.

Spellcasting. The nacambraan sorcerer is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It knows the following sorcerer spells:

Cantrips (at will): *acid splash, chill touch, mage hand, minor illusion, poison spray, prestidigitation*
1st level (4 slots): *detect magic, mage armor, ray of sickness*
2nd level (3 slots): *hold person, invisibility, misty step*
3rd level (3 slots): *bestow curse, counterspell, stinking cloud*
4th level (3 slots): *blight*
5th level (2 slots): *cloudkill*
6th level (1 slot): *eyebite*

Actions

Nacambraan Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4) piercing damage and 11 (2d10) poison damage.

Nether Spider

"As the venom of the large black-and-red spider acts, the victim disintegrates into smoking ashes."

Nether Arachnids. A mix of black and fiery red, these large spiders glow with infernal heat. Fiends spawn nether spiders in the Netherworld to patrol and defend strongholds. They slip into Etharis to hunt for fresh prey, which they reduce to ashy sludge to drink.

Light-Absorbing Webs. The webs of a nether spider are resistant to flame, and they absorb light, making a nether spider lair extremely dark.

Salvage

Someone who has proficiency with alchemist's supplies or cook's utensils can prepare the venom glands of a nether spider with spices worth 10 gp to create a soup equivalent to two flasks of alchemist's fire. Doing so requires 4 hours of work and a successful DC 13 Intelligence or Wisdom check. Failure by 5 or more on this check causes the soup to ignite before it can be bottled.

Lore

DC 10 Intelligence (Arcana): Nether spider venom is a toxin and a magical substance that burns victims from the inside out. These spiders are resistant to fire damage.

DC 15 Intelligence (Nature): The webs of a nether spider aren't just sticky, but they also absorb light. They're immune to fire damage but vulnerable to cold.

Nether Spider

Large fiend, neutral evil

Armor Class 14 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	3 (–4)	12 (+1)	6 (–2)

Skills Stealth +5
Damage Resistances fire
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages understands Infernal but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the nether spider's darkvision.

Spider Climb. The nether spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the nether spider knows the exact location of any other creature in contact with the same web.

Web Walker. The nether spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit*: 10 (2d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) fire and 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If damage from this fiery poison reduces the target to 0 hit points and the target dies, the body reduces to hot, ashy sludge that powders to ash when it cools.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is grappled by webbing (escape DC 12) and restrained while grappled in this way. The web creates magical darkness and difficult terrain in a 5-foot space for 1 minute, even if it misses the target. This darkness dispels magical light created by a spell of 2nd or lower level. The webbing has AC 10; hp 10; vulnerability to cold damage; immunity to bludgeoning, fire, poison, and psychic damage.

Night Serpent

"Stories say that Malikir sends night serpents to poison heroes that they might fail to act in a critical moment. I think they just like biting everyone."

Abyssal Snakes. Night serpents are violet-scaled snakes native to the infernal realms, who's poisonous bite temporarily paralyzes its victims.

Untrustworthy Followers. Night serpents are attracted to fiends or mortals who wield great power. They frequently sneak into the lairs of those who oppose the ones they serve to kill them when they are unprepared. Eventually the night serpents grow bored of those they follow and turn on them as well.

Light's Enemy. Night serpents are creatures of darkness. They are less effective in the light and are vulnerable to radiant effects.

Salvage

The night serpent's hollowed teeth are perfect for crossbow bolt heads. Someone who collects the fangs of a night serpent can create a *paralyzing bolt* (see Chapter 4) with a successful DC 10 Intelligence (Nature) check by someone proficient with woodcarver's tools. Crafting this item takes 1 hour and costs 20 gp per bolt.

Lore

DC 10 Intelligence (Religion): Night serpents are a poisonous wildlife from the depths of the infernal planes. Bright lights put them at a disadvantage and radiant damage is effective against them.

DC 15 Intelligence (Arcana): Night serpents are resistant to nonmagical weapons and cannot be harmed by necrotic or poison damage.

DC 20 Intelligence (Arcana): A night serpents bite paralyzes its victim for a short time.

Night Serpent

Tiny fiend, chaotic evil

Armor Class 13
Hit Points 14 (4d4 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	13 (+1)	6 (–2)	12 (+1)	13 (+1)

Skills Stealth +6
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages understands Abyssal but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Light Sensitivity. While in bright light, the night serpent has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, night serpents can hide as a bonus action and have advantage on Stealth checks.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) necrotic damage, and the target must succeed on a DC 9 Constitution saving throw or be paralyzed until till the end of the night serpent's next turn.

Nolid

"A sharp howl echoes into the night, too high to be a wolf. Moments later, a large, tan-and-white rodent with torn ears, body covered in scars, crashes through the scrub brush."

Desert Survivors. Native to Castinella, nolids are monstrous rodents that have adapted to harsh deserts. Hunting venomous prey has also rendered nolids immune to poison, which they can convert to a painkiller. They are also territorial, stalking, slaying, and devouring other rodents in their area.

Fierce Defender. Nolids vocalize when defending their territory by howling so loudly it can frighten other creatures. Building trust with a nolid takes time, but is possible. Food must be plentiful, and dominance asserted through training. Nolids are fierce defenders once bonded and are willing to die to protect their handler.

Nolid Evolution. Some nolids have adapted to urban living to become nolidirs, merging humanoid features with larger arms and walking on two legs. Nolidirs are rare enough to be used as cautionary tales to children if they don't go to bed on time. These creatures hunt verminous abominations to claim their territory.

Salvage

A nolid's carcass can provide enough edible meat for one Medium humanoid for 10 days. Someone with proficiency in alchemist's supplies can use all the blood from one nolid or nolidir mixed with mountain laurel worth 20gp to brew two *potions of resistance (poison)*. Doing so requires a successful DC 14 Intelligence check using the supplies and 4 hours of work.

Lore

DC 10 Intelligence (Nature): A nolid is immune to poison.

DC 15 Wisdom (Survival): A nolid's high-pitched howl can cause an enemy to become frightened, and its blood can be fashioned into a potion to nullify poison

Nolid

Large monstrosity, unaligned

Armor Class 11
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (–4)	11 (+0)	7 (–2)

Skills Perception+2, Stealth +3
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Painkiller. While the nolid is poisoned, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Keen Hearing and Smell. The nolid has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The nolid uses its startling howl, then attacks once each with its bite and claws.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Startling Howl. Each creature within 30 feet of and able to hear the nolid must succeed on a DC 12 Wisdom saving throw or become frightened until the end of the nolid's next turn. A target that successfully saves is immune to the Startling Howl of all nolids for the next 24 hours.

Nolidir

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	4 (–3)	13 (+1)	7 (–2)

Skills Perception +3, Stealth +4
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Painkiller. While the nolidir is poisoned, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Keen Hearing and Smell. The nolidir has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The nolidir uses its terrifying howl, then attacks once each with its bite and claws

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

Terrifying Howl. Each creature within 60 feet of and able to hear the nolidir must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the nolidir is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Terrifying Howl of all nolidirs for the next 24 hours.

Oblivion Stalkers

"If you hear the strange, low whistling in the darkness, run! They whistle before they strike, striding out of the darkness, hungry for the souls of the living."

Beings of Shadow. The learned theorize that oblivion stalkers are related to shadows, sharing traits manifesting from the same dark corners of reality. It's a fair point; these foul undead are similarly strange, crawling from the dark to feed upon the living. Lacking the fluid nature of shadows, they are a more overt threat—a legion marching forth from nothingness.

Strange Behaviors. Oblivion stalkers are creatures of strange fixations and dark rituals. These beings whistle, sing, or howl before they strike, and they attack only those who hear those sounds, though it's uncertain how the stalkers could know such a thing. Oblivion stalkers don't harm children, though they have left countless orphans. Among animals, oblivion stalkers feed only on canines such as wolves.

Always More Than One. Oblivion stalkers come at least in pairs, favoring trios and sometimes hunting in sizable packs. This habit isn't a preference, though. Oddly, if a pack of oblivion stalkers is reduced to a single member, the remaining creature often dissipates into nothingness.

Diverse Forms. Oblivion stalkers appear as a shadowy and hazy version of how they appeared in life. The larger the oblivion stalker, the more powerful. When the stalker kills a living creature, its essence manifests in the shadowy corners of the multiverse and join the ranks of these horrors. However, the process is not immediate. Small stalkers typically take the form of dogs or small humanoids. Larger stalkers can take on a multitude of forms, but share similar abilities.

Undead Nature. An oblivion stalker doesn't require air, food, drink, or sleep.

Salvage

There is a 25% chance that an oblivion stalker leaves behind a gemstone when it is defeated. These stones are worth between 10 and 500 gp, depending on the size of the creature. There is a 10% chance that one of these stones acts as a magnet to additional oblivion stalkers, which appear and attack the holder of the gem at midnight during a new moon. A remove curse makes the gemstone safe.

Lore

DC 10 Intelligence (History): An oblivion stalker is at disadvantage in daylight.

DC 15 Intelligence (Arcana): An oblivion stalker is vulnerable to radiant damage and resistant to nonmagical weapons.

DC 20 Intelligence (Religion): If an oblivion stalker kills a mortal, it's believed that mortal joins their shadowy ranks.

Customizing Oblivion Stalkers

Since oblivion stalkers can drain almost any living creature's energy, they can take just about any form. Some oblivion stalkers retain the natural abilities of their original form. For instance, an oblivion stalker that was once a wolf might retain the Pack Tactics trait. Similarly, a boar could possess a version of Charge, draining its prey while adding slashing damage and the possibility of knocking their victim prone.

Keep one special ability that makes sense for a creature of the stalker's former form without affecting the Challenge of the stalker. Avoid bestowing an oblivion stalker any ability that is magical, grants the stalker a ranged attack, or expands its resistances or immunities.

Oblivion Leaper

Small undead, neutral evil

Armor Class 13
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	8 (−1)

Skills Stealth +5 (+7 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Immunities necrotic, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Shadow Leap. Starting in an area of dim light or darkness, an oblivion leaper can teleport to an unoccupied space also in dim light or darkness. Every foot of teleportation costs the oblivion leaper 1 foot of movement.

Shadow Stealth. While in dim light or darkness, the oblivion leaper can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the oblivion leaper has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Soul Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 3) necrotic damage, and the target must make a DC 11 Constitution saving throw. On a failure, the target's available Hit Dice are reduced by 1. If this effect reduces the target's Hit Dice to 0, the target falls unconscious. The target can repeat the saving throw at the end of each of its turns, regaining consciousness on a success. Hit Dice lost this way return at the end of a short rest, in time to spend them to regain hit points.

If an oblivion leaper kills a living creature with this attack when the creature is at 0 Hit Dice, the target's soul is lost to the realm of shadow. This lost soul can be raised from the dead only with mighty magic, such as *wish* or divine intervention.

Oblivion Whistler

Medium undead, neutral evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	10 (+0)	8 (−1)

Skills Stealth +5 (+7 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Immunities necrotic, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Shadow Stealth. While in dim light or darkness, the oblivion whistler can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the oblivion whistler has disadvantage on attack rolls, ability checks, and saving throws.

Unbearable Whistling. Creatures of the oblivion whistler's choice that aren't deafened and start their turn within 30 feet of the oblivion whistler must make a DC 11 Wisdom saving throw. A target that fails is frightened until the start of its next turn and unable to hide the distress of hearing the whistling, which is the source of the fear and considered to be within line of sight while the target can hear and is within 30 feet of it. On a successful saving throw, the creature is immune to any oblivion whistler's Unbearable Whistling for 1 hour.

Actions

Soul Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage, and the target must make a DC 11 Constitution saving throw. On a failure, the target's available Hit Dice are reduced by 1. If this effect reduces the target's Hit Dice to 0, the target falls unconscious. The target can repeat the saving throw at the end of each of its turns, regaining consciousness on a success. Hit Dice lost this way return at the end of a short rest, in time to spend them to regain hit points.

If an oblivion whistler kills a living creature with this attack when the creature is at 0 Hit Dice, the target's soul is lost to the realm of shadow. This lost soul can be raised from the dead only with mighty magic, such as *wish* or divine intervention.

Oblivion Brute

Large undead, neutral evil

Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	8 (−1)

Skills Stealth +5 (+8 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Immunities necrotic, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Shadow Stealth. While in dim light or darkness, the oblivion brute can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the oblivion brute has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Soul Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (3d8 + 3) necrotic damage, and the target must make a DC 13 Constitution saving throw. On a failure, the target's available Hit Dice are reduced by 1. If this effect reduces the target's Hit Dice to 0, the target falls unconscious. The target can repeat the saving throw at the end of each of its turns, regaining consciousness on a success. Hit Dice lost this way return at the end of a short rest, in time to spend them to regain hit points.

If an oblivion brute kills a living creature with this attack when the creature is at 0 Hit Dice, the target's soul is lost to the realm of shadow. This lost soul can be raised from the dead only with mighty magic, such as *wish* or divine intervention.

Unbearable Howl (Recharges after a Short or Long Rest). The oblivion brute emits a howl in a 30-foot cone. Each creature that isn't deafened or undead in the area must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened this way, a creature's speed is halved. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any oblivion brute's Unbearable Howl for the next 24 hours.

Oblivion Juggernaut

Huge undead, neutral evil

Armor Class 12
Hit Points 85 (10d12 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	8 (−1)

Skills Stealth +5 (+8 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Immunities necrotic, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Shadow Stealth. While in dim light or darkness, the oblivion juggernaut can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the oblivion juggernaut has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The oblivion juggernaut uses unbearable roar and then uses soul drain.

Soul Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10 + 4) necrotic damage, and the target must make a DC 13 Constitution saving throw. On a failure, the target's available Hit Dice are reduced by 2. If this effect reduces the target's Hit Dice to 0, the target falls unconscious. The target can repeat the saving throw at the end of each of its turns, regaining consciousness on a success. Hit Dice lost this way return at the end of a short rest, in time to spend them to regain hit points.

If an oblivion juggernaut kills a living creature with this attack when the creature is at 0 Hit Dice, the target's soul is lost to the realm of shadow. This lost soul can be raised from the dead only with mighty magic, such as *wish* or divine intervention.

Unbearable Roar. Each creature of the oblivion juggernaut's choice that isn't deafened and is within 120 feet of the juggernaut must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any oblivion juggernaut's Unbearable Roar for 24 hours.

Ogre of the Vale

"So many people with missing limbs in this area! Farming accidents, they say. I'm planning to speak to the Baron about it later. But I've been instructed that I must only eat corn and grains and drink only milk for two weeks before my audience…curious."

A Hunger for Corruption. The ogre of the vale is a newly-minted baron who gained his title through long years of gruesome warfare, where he also gained a taste for blood… literally. None know if desperation or moral rot caused him to first eat human flesh, but gorging himself on a cannibal's diet turned a mortal man into an overgrown and brutish monster. This petty tyrant now gives himself over to gluttony, hedonism, and casual violence, and he takes his harvest from his people, casually feasting on them, growing his bloated and greasy body from atop a gilded palanquin.

Remote Country. This monstrous tyrant rules with an iron fist in Grey Spine, near the Raevan border. It is a war-torn and ravaged land, full of small, isolated baronies and cantons, and beset by mountain bandits. Those who rule here do so via rough justice and fear, attracting all manner of sadistic lackies to enforce their dominion. While this region is home to many monsters, the commonfolk fear the monsters who rule over them the most.

A Keep of Horrors. The ogre's castle is a haven for all manner of scum: violent criminals, bloodthirsty soldiers, sadists, and blasphemers. His inner circle are cannibals on their way to becoming ogres themselves, and vampire diplomats are frequent guests of the ogrish baron. Cults to Sitri, Malikir, and Tormach abound in his domain. He even keeps a barn full of monstrous pigs, known as ogre swine, who devour the ogre's grisly leftovers. The ogre of the vale wields his authority with petty vindictiveness and wanton cruelty, abusing his power to the fullest and hiding behind the pretense of law when it suits him all while his minions keep an eye out for promising prey among the peasants.

Salvage

The ogre of the vale's spleen and gall bladder are filled with fatty bile, more slippery than oil and more flammable than pitch. Someone who collects this bile and succeeds on a DC 10 Intelligence (Nature) check can craft 6 torches that burn underwater or in magical darkness. Crafting these items takes 4 hours and requires 10 gp of other materials.

When the bile is used as a component in casting a spell that requires a Dexterity saving throw, the DC increases by 1. This can be done 4 times with the bile from one ogre of the vale.

Lore

DC 10 Intelligence (History): Life is cruel to the folk who live in the western hills and valleys along the Raevo and Soma border. Raids and skirmishes are common, and the lords and barons of that country cruel and hard.

DC 15 Intelligence (History): The baron earned the nickname "ogre of the vale" due to his enormous size and his enormous capacity for casual violence. Locals are rightly terrified of his henchmen kidnapping them in the night.

DC 20 Intelligence (History): They say that the so-called "ogre of the vale" regularly eats his commonfolk who are freshly butchered in the baron's own kitchens. Rumor is he even feeds the scraps to his overgrown hogs.

Ogre of the Vale

Large giant, neutral evil

Armor Class 17 (half plate, shield)
Hit Points 179 (18d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	11 (+0)	13 (+1)	13 (+1)

Skills Athletics +9, Insight +5, Perception +5
Senses darkvision 60 ft., Passive Perception 15
Damage Resistances poison
Condition Immunity poisoned
Languages Castinellan, Ostoy
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Ferocious Presence. Allied creatures of the ogre of the vale who are within 30 feet of the ogre of the vale and can see it gain 10 temporary hit points at the start of their turn unless the ogre of the vale is incapacitated.

Reckless Abandon. At the start of its turn, the ogre of the vale and allied creatures within 30 feet who can see or hear the ogre of the vale can gain advantage on all melee weapon attack rolls during that turn, and attack rolls against them have advantage until the start of their next turn.

Actions

Multiattack. The ogre of the vale makes two melee attacks. He can replace one melee attack with its bellowing command.

War Sword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 18 (3d8 + 5) slashing damage.

Bellowing Command. The ogre of the vale chooses a target it can see and commands up to three allied creatures of CR 6 or lower who can see or hear the ogre of the vale to make a weapon attack against the target using their reaction. The attacking creatures can add d4 to their attack roll.

Ravenous Appetite (1/Day). The ogre of the vale grabs a Medium or smaller allied humanoid of CR 1/2 or lower within 5 feet of it and gnaws on its face and neck. The humanoid dies and the ogre of the vale regains hit points equal to the dead humanoid's hit point maximum.

Reactions

Noble Sacrifice. When a creature the ogre of the vale can see targets him with an attack, the ogre of the vale chooses an allied creature of Medium or smaller size within 5 feet of it. They swap places, and the chosen creature becomes the target instead.

Ogre Swine

"That pig smells terrible… and… is it laughing at us?"

Big Pig. An ogre swine is a normal barnyard hog that has eaten too much humanoid flesh. Such pigs swell to a grotesque size. Their teeth, already good for an omnivorous diet, grow longer and more useful for cutting flesh.

Porcine Predator. Once transformed, an ogre swine often eats its fellows, escapes its enclosure, eats the farmer, and escapes into the wild. From there, it hunts more tasty humanoid morsels. It also eats offal and refuse, or almost anything even remotely edible. When not eating, an ogre swine wallows in filth to ease its aching skin, stretched taught over its bulk. The creature soon exudes a stench that, for some reason, ogres find tolerable.

Cursed Sapience. As the ogre swine transforms, it also gains humanoid characteristics. Its piggish cleverness grows into malicious cunning. It understands more. Vocalizations can sound more humanlike, from crying to laughter. And the pig's hooves grow long and fingerlike.

Salvage

Someone with proficiency with leatherworker's tools can use the hides of five ogre swine to make *pigskin armor* (see chapter 4). Doing so takes 3 days of work and other materials worth 100 gp.

Lore

DC 10 Intelligence (History): Rumors swirl that the Baron of the Vale has a special breed of immense swine on the grounds of his keep in the Grey Peaks. They say folk there go hungry but the baron won't butcher the herd.

DC 15 Intelligence (Nature): Few know that pigs fed a steady diet of humanoid flesh grow monstrous and take on humanoid features and mannerisms. Such an ogre swine is a filthy beast. Its stink can cause other creatures to retch. Its mouth festers with disease. And it kills people, feasts on them, and naps on their remains.

Ogre Swine

Large monstrosity, chaotic evil

Armor Class 11 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	16 (+3)	4 (–3)	7 (–2)	5 (–3)

Senses darkvision 60 ft., passive Perception 8
Languages understands one language but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Aggression. The ogre swine can use a bonus action to take the Dash action to move toward a creature that lacks all its hit points.

Keen Smell. The ogre swine has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than an ogre or ogre swine that starts its turn within 5 feet of the swine must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all ogre swine for 1 hour.

Relentless (Recharges after a Short or Long Rest). If the ogre swine takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become infected with sewer plague. A creature that succeeds on this saving throw is immune to infection from all ogre swine for 24 hours.

Ogresh

"Children love the ogresh living on the outskirts of town. She's a rare flame in this dark world: a stranger you can trust."

Big Size. An ogresh has wide features and a stout build. Apart from remarkable girth, ogresh are like humans in appearance. This similarity rarely allows them to pass as human, however, due to their sheer mass. Adolescent ogresh are about as large as the largest humans while elder ogresh can weigh as much as three or four humans combined.

Their appetites match their mass. Ogresh wandering and integration traditions likely stem from the need to spread their population thinner. Lots of ogresh living together might have trouble providing for themselves. In a cosmopolitan setting, an ogresh stands out less, even with a big appetite.

Itinerant Youth. Ogresh spend their adolescence traveling. This journey develops social skills and ensures ample distance between the young ogresh and its elders. When a young ogresh encounters an elder during this time, the elder can hear about current affairs, and the youth can learn more of the history of their people.

Outsized Lives. Ogresh provide entertainment and counsel to others. These beings are a rare sight, and even rarer still is seeing more than one ogresh in a settlement. Ogresh have a knack for languages and learning customs, and they like to be good neighbors.

Ogresh Champion

Medium humanoid (ogresh), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	12 (+1)	15 (+2)

Skills Insight +3, Perception +3, Performance +4, Persuasion +4
Sense's passive Perception 13
Languages any three languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

A Friendly Ear (Recharges after a Short or Long Rest). After a minute in conversation with a nonhostile creature, the ogresh champion can choose to have that creature make a DC 11 Charisma saving throw. On a failure, the target is charmed by the champion for 1 hour. The target remains unaware of being charmed.

Powerful Build. The ogresh champion determines carrying capacity as if a Large creature.

Smite. When the ogresh champion hits with a melee weapon attack, it can expend one spell slot to deal extra radiant damage. The extra damage is 9 (2d8) for a 1st-level spell slot.

Spellcasting. The ogresh champion is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12). The champion has the following paladin spells prepared:
1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Takes One to Know One. The ogresh champion has advantage on saving throws against being charmed.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage.

Although ogresh prefer service and diplomacy, some take up arms to defend their adopted homes. Others take the counselor role to a higher level, studying to provide good advice to community leaders.

Salvage

Defeated ogresh might carry currency from far-flung kingdoms, unusual herbs or spices, or letters from friends. Despite their wanderlust, ogresh rarely become adventurers, so magic items they possess are more likely to facilitate travel or comfort, such as a *bag of holding*, *helm of comprehending languages*, or *ring of animal influence*.

Lore

DC 10 Intelligence (History): Ogresh are big people known for their equally big hearts.

GM Advice: Though most ogresh are good-hearted creatures, little is worse than an evil one. They use their influence to corrupt whole communities. These communities tend to do the bidding of their ogresh leader, and often they are tricked into not even realizing their actions are vile. Such ogresh are as duplicitous others are kind.

Ogresh Sage

Medium humanoid (ogresh), any alignment

Armor Class 15 (studded leather, Studied Defense)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	17 (+3)	15 (+2)	14 (+2)

Skills Arcana +5, History +5, Insight +4, Investigation +5, Perception +4, Persuasion +4
Senses passive Perception 14
Languages any five languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

A Friendly Ear (Recharges after a Short or Long Rest). After a minute in conversation with a nonhostile creature, the ogresh sage can choose to have that creature make a DC 11 Charisma saving throw. On a failure, the target is charmed by the sage for 1 hour. The target remains unaware of being charmed.

Analyze Enemy. The sage can take a bonus action to analyze a creature the sage can see within 30 feet of it. If the sage does so, for 1 minute, the sage can add its Intelligence bonus to attack rolls and damage with weapon attacks against that creature.

Powerful Build. The ogresh sage determines carrying capacity as if a Large creature.

Studied Defense. The ogresh sage adds its Intelligence modifier to its AC instead of its Dexterity modifier.

Takes One to Know One. The ogresh sage has advantage on saving throws against being charmed.

Actions

Multiattack. The sage makes two quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Reactions

Sage Words. When a creature the ogresh sage can see makes an attack roll or ability check, the sage can grant that creature advantage on the roll, provided the creature can hear and understand the sage and verbal advice would help the creature or distract its foe.

Oozing Vulture

"The squawking and flapping of wings didn't cause me to flee. The blood-dripping feathers and gnarled beak? A whole different story."

Oozing Feathers. Oozing vultures appear as avian creatures with red-tinged feathers that drip blood when they're hunting. This blood often attracts other predators, which the oozing vulture attacks when they approach expecting an easy meal.

Attracted to Blood. The oozing vulture can smell an open wound over great distances, and the smell of blood causes it to slip into a ravenous frenzy.

Semi-Social. While oozing vultures are frequently found in groups, their blood frenzy keeps them from working together as a flock like other avian creatures. However, they might enter symbiotic relationships with ground-dwelling creatures to maximize their hunting prospects. If caught and trained, oozing vultures can act as excellent guards or hunters.

Salvage

An oozing vulture's feathers are prized by tailors and arcanists alike. A character can collect 2d10 feathers with a successful DC 10 Dexterity (Nature) check. Each feather is worth 3 gp.

Lore

DC 10 Intelligence (Nature): Oozing vultures have a vicious bite that can knock their victims prone.

DC 15 Intelligence (Nature): Oozing vultures can track the smell of blood over great distances.

Oozing Vulture

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 10)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	5 (–3)	14 (+2)	8 (–1)

Skills Perception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 14
Languages –
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Frenzy. The oozing vulture has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Sight and Smell. The oozing vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DC 20 Intelligence (Arcana): An oozing vulture is enraged by the smell of blood and gains advantage on attacks against wounded prey.

Ordeal Tree

"In the primeval wood rises the ordeal tree. Should you hang from this hoary pillar of begone time for seven moons, you will gain power of the ancients."

Hidden Danger. Much like a treant, an ordeal tree is capable of movement or even speech, but it rarely does so, preferring to tempt victims into believing it's a magical tree.

The Worst Are Best. An ordeal tree only grants power to those with the capacity to do great evil. Those with pure hearts are simply murdered.

Power with Cost. The ordeal tree's blessing, if granted at all, comes with a curse.

Salvage

The heartwood of an ordeal tree can be turned into an incense that, when inhaled, acts as a cure for removing powerful curses. Obtaining the wood requires a successful DC 15 Dexterity (Sleight of Hand) check by someone proficient with woodcarver's tools. Recovering and preparing this incense takes 15 days and costs 1000 gp, also requiring a successful DC 20 Intelligence (Religion) check.

Lore

DC 10 Intelligence (Nature): Lashing yourself to an ordeal tree for 7 days can grant a petitioner power based on their heart's desire.

Ordeal Tree

Gargantuan plant, neutral evil

Armor Class 17 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 13
Languages Sylvan
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Corrupt Desire. A humanoid may bind themselves to the ordeal tree. Each day the petitioner is bound to the tree, they must succeed on a Constitution saving throw with a DC equal to 15 + number of days bound or suffer a level of exhaustion. If they survive for 7 days, the ordeal tree may choose to grant a blessing. The tree only does this if the humanoid is evil, once per humanoid. If the humanoid is neutral or good, the tree attacks them.

The blessing is tailored to the petitioner's desires (GM discretion) but might include +1 to an ability score, a feat, expertise in a skill, or the ability to innately cast a 3rd-level (or lower) spell once per day using Charisma as the petitioner's spellcasting ability.

The petitioner also contracts the curse of foul blight (Grim Hallow Campaign Guide pg. 25). If the petitioner commits a profoundly evil act every day, the curse never advances beyond stage 1. If the petitioner fails to commit the act, the curse automatically escalates.

False Appearance. While the ordeal tree remains motionless, it is indistinguishable from a normal tree.

Heart Sight. The ordeal tree knows the alignment and desires of any creature that binds itself to the tree.

Actions

Multiattack. The ordeal tree makes two slam attacks and one attack with a vine or enervate.

Slam. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 29 (4d10 + 7) bludgeoning damage.

Vine. *Melee Weapon Attack*: +11 to hit, reach 20 ft., one target. *Hit*: 20 (3d8 + 7) slashing damage, and the creature is grappled (escape DC 17).

Enervate (2/Day). A creature bound to the ordeal tree or grappled by it must succeed on a DC 17 Constitution saving throw or suffer 44 (8d10) necrotic damage. The ordeal tree gains temporary hit points equal to half the damage done.

DC 15 Intelligence (History): The blessings of the ordeal tree often come with curses.

DC 20 Intelligence (Arcana): Ordeal trees only grant their blessings to those whose hearts are evil.

Outlaw

"Stick to the roads to avoid the monsters of the wild, they tell you. The roads aren't all that safe, I reply!"

Roads of Etharis. Travel in Etharis is a dangerous proposition. Those who venture beyond the safety of city walls often stick to the network of roads laid down during the Bürach Empire's heyday. These roads have their own perils, however, as evidenced by the outlaws who've made highway robbery their trade.

Flamboyant Thievery. Outlaws of the road differ from usual thieving ruffians in several ways. Traversing the roads quickly and keeping pace with carriages and wagons means that this breed of bandit relies on horses or other mounts. Riding in on horseback makes stealth less of an option, so this path attracts those with a flair for the dramatic. When a traveler hears a gunshot and a boisterous laugh, an outlaw won't be far off.

Salvage

The blackpowder pistols outlaws favor are extremely rare and valuable. However, rough use and poor upkeep comes with a robber lifestyle, which means that the pistol requires maintenance before it can be used

Outlaw

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +5, Animal Handling +3, Intimidation +4, Sleight of Hand +5
Senses passive Perception 11
Languages Any two languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Mobile. The outlaw can take a bonus action to take the Dash or Disengage action.

Rider's Sneak Attack (1/Turn). The outlaw deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the outlaw that isn't incapacitated and the outlaw doesn't have disadvantage on the attack roll. The outlaw can also deal this extra damage if it has moved 20 feet or more, including on a mount.

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Blackpowder Pistol. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Reactions

Uncanny Riding. When an attacker the outlaw can see hits it or its mount with an attack, the outlaw can halve the attack's damage against the outlaw or the mount.

reliably. This maintenance costs 100 gp and must be performed by someone who has proficiency with smith's tools or tinker's tools. Without this refurbishing, the pistol breaks beyond repair the next time a shooter using it rolls a 1 on the d20 for an attack roll. This catastrophe occurs before any other trait can mitigate it unless the GM rules otherwise.

Lore

DC 10 Intelligence (History): Outlaws rely on speed and a decisive first strike to demoralize their quarry. Those in this profession often love a flamboyant lifestyle and the thrill of riding into danger.

DC 15 Intelligence (History): Outlaws prefer to use blackpowder pistols for an initial strike. The powerful attack and the loud noise strengthen the impact of the outlaw's arrival, causing many to give up without a further fight.

GM Advice: Hit and run tactics are a mainstay of outlaw tactics. Any outlaw worth their weight in blackpowder always has a contingency plan for when circumstances don't favor them. Using mounts means they can escape more easily, and often the paths they take while escaping are lined with traps that they can easily avoid, while pursuers must contend with them.

Master Outlaw

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 110 (20d8 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	12 (+1)	14 (+2)	16 (+3

Skills Acrobatics +7, Animal Handling +5, Intimidation +6, Perception +5, Sleight of Hand +7
Senses passive Perception 15
Languages Any three languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Opening Shot. If the master outlaw hits a target with a ranged weapon attack during the first round of combat, the outlaw has advantage on the next attack roll it makes against the same target before the end of the outlaw's next turn.

Mobile. The master outlaw can take a bonus action to take the Dash or Disengage action.

Quick Loader. The master outlaw can load a weapon that has the loading property quickly enough to make two attacks with it during the outlaw's turn. Using this trait counts as using a bonus action.

Rider's Sneak Attack (1/Turn). The master outlaw deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the outlaw that isn't incapacitated and the outlaw doesn't have disadvantage on the attack roll. The outlaw can also deal this extra damage if it has moved 20 feet or more, including on a mount.

Actions

Multiattack. The master outlaw makes two attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Blackpowder Pistol. *Ranged Weapon Attack:* +7 to hit, range 25/100 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Reactions

Uncanny Riding. When an attacker the master outlaw can see hits it or its mount with an attack, the outlaw can halve the attack's damage against the outlaw or the mount.

Pactbreaker

"If the daemons seek to influence mortals by these blasphemous bargains, we'll see to it their pawns know the price of their dealings."

Chaotic Constructs. Pactbreakers are constructs that seek out and punish those who enter bargains with otherworldly entities. Each is crafted in a distorted image of a warrior, angel, or another representation of justice.

Celestial Weapons. Followers of Solyma, the Arch Seraph of Justice, crafted the first pactbreakers. Bereft of her guidance, members of this sect decided to take vengeance on those who treat with fiends, evil fey and Aether Kindred. They forged pactbreakers to enforce their holy laws, using celestial magic and forces drawn from elemental chaos. This magic grants each pactbreaker the ability to alter its attacks.

Tireless Trackers. Pactbreakers have an instinctive sense, instantly recognizing those who make infernal, evil fey, or aberrant bargains. Those bound by such rules set off the construct's enhanced senses. A pactbreaker uses this ability to relentlessly pursue any warlock or fiendish thrall.

Constructed Nature. A pactbreaker doesn't require air, food, drink, or sleep.

GM Advice: In the world of Grim Hollow, characters are going to face powerful temptation to gain power through contracts with evil or unscrupulous powers. Not only are there typical warlock pacts, but there are some transformations granted through dealings with unholy forces. The pactbreaker is a wonderful tool for the GM to use to provide suitable consequences for those deals.

Introducing a pactbreaker at lower levels, before the characters are powerful enough to simply kill it, can make for a fun, recurring threat that the characters must first escape from, and then later deal with. The more toward evil the characters shift in their behaviors with the campaign, the more frequently the pactbreakers find and challenge them.

Salvage

The closest creature within 30 feet of a pactbreaker when it is destroyed absorbs a portion of the construct's chaotic energy. If more than one creature is that close, each creature rolls a d20. The creature that rolls the highest or each creature that ties for highest gains the effects of a *potion of heroism*.

Lore

DC 10 Intelligence (History): Pactbreakers are constructs that hunt down mortal allies of fiends, evil fey, and aberrations. They can sense beings bound by bargains with such entities. Pactbreakers are resilient, resistant to normal weapons that aren't adamantine, and resistant to magic.

DC 15 Intelligence (Arcana): A pactbreaker can shift its shape and weapon. This magic weapon disrupts magic gained from supernatural contracts and pacts.

DC 20 Intelligence (Religion): A pactbreaker's weapon can adjust to exploit some of a foe's weaknesses. The construct can also fire a beam of force that grounds flying creatures.

Pactbreaker

Large construct, chaotic good

Armor Class 18 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	6 (–2)	16 (+3)	5 (–3)

Skills Perception +7
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 17
Languages understands Celestial and Infernal but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Adjustable Form. The pactbreaker can use its action to change its appearance, although it always appears to be a construct, or to end one effect altering its form. Its weapon changes appearance in response to a foe's weaknesses—see Reactive Weapon.

Magic Weapons. The pactbreaker's weapon attacks are magical.

Magic Resistance. The pactbreaker has advantage on saving throws against spells and other magical effects.

Pact Breaking. When the pactbreaker deals damage to a creature bound to a contract or pact with an evil entity, that creature must succeed on a DC 15 Charisma saving throw or be unable to use features, powers, and spells associated with that agreement until the end of the pactbreaker's next turn. This inability includes using or maintaining concentration on such features, powers, and spells.

Pact Sense. The pactbreaker can sense those who have entered a pact with malevolent entities. It knows the direction and distance of any humanoid that has forged a fiendish or evil fey contract or warlock pact (with an evil patron) within 1,000 feet. If the creature is moving, the pactbreaker knows the direction of its movement. Any effect that blocks divination magic blocks this trait.

Actions

Multiattack. The pactbreaker makes two attacks.

Reactive Weapon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage and 11 (2d10) psychic damage. The second and subsequent times the weapon strikes the same target, the damage changes if the target can be harmed more by another damage option. Bludgeoning damage can become piercing or slashing, and psychic damage can become radiant or necrotic.

Eldritch Leash. *Ranged Spell Attack:* +7 to hit, range 300 ft., one target. *Hit:* 29 (4d12 + 3) force damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw, or it can't have a flying speed greater than 0 feet for 1 minute. If flying, the creature falls if it fails the save by 5 or more. Otherwise, it safely descends at 60 feet per round until it reaches the ground or the effect ends. A creature that has a natural flying speed, rather than one provided by an effect, can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Panjaian

"Instilled with the power of the Primordials, panjaians are literal forces of nature."

Elemental Gifts. When the Primordials need champions and emissaries, they empower mortals with their elemental blessings, exalting them into panjaians. These panjaians bridge the gap between elemental and humanoid. Most panjaians look vaguely human with hair, eyes, and skin tones that reflect their elemental affinity.

When fighting on behalf of their Primordial patron, a panjaian could never be mistaken for a normal mortal. They weaponize the elements. Towers of flame, rising walls of earth, grasping tendrils of water, and lightning arcing from outstretched fingertips are the chosen weapons of an enraged panjaian.

Once a humanoid becomes a panjaian, their patron can't undo the process. Most panjaian's loyally serve their masters, allying with those who share the same creator. But if a threat is dire, or a quest critical, panjaians empowered by different Primordials work together to ensure success.

Primordial Servants. Each panjaian is tied to a specific Primordial. Alondons serve the Lord of the Depths, Alondo. Morakeshi are the chosen of Lady Morakesh, ruler of Flamebourne and of fire. Empowered by the Living Mountain, Citrolach, citrolachi have mastery over earth and stone. Servants of the Queen of Air and Shadow, Ilhara, ilharans wield the power of wind and storm.

Although they vary as humanoids do, panjaians have tendencies related to their element. Alondons prefer to remain neutral unless the outcomes are serious or impact them directly. Morakeshi are as charismatic as they are quick tempered. Citrolachi are the most stoic of the panjaians and the least likely to act out of impulse or passion. Ilharans are far more likely to act as spies and saboteurs than soldiers.

Return of the King. Within the last decade, panjaians with the ability to manipulate coldfire—a swiftly spreading, freezing, blue flame that plagues Grarjord—have reappeared in the world. These servants of Gormadraug frighten other Primordials. Many speculate the reemergence of these panjaians is a sign of Gormadraug's return.

But the origins of the panjaian gormadraugons are unknown to those outside their ranks. Their presumed patron, Gormadraug, has been dormant for some time, and the gormadraugons aren't sharing their origins. Pariahs among other panjaians, gormadraugons' motives are as enigmatic as their existence.

Salvage

Someone who has proficiency in Medicine can attempt a DC 13 Wisdom (Medicine) check to remove a panjaian's heart intact. Somebody who has proficiency with alchemist's supplies can treat the heart with reagents worth 100 gp in a process that takes 3 days and a successful DC 13 Intelligence or Wisdom check. This process, if successful, hardens the heart into an *elemental gem*: blue sapphire for

ilharan, yellow diamond for citrolachi, red corundum for morakeshi, and emerald for alondon. What this process creates when used on the heart of a panjaian gormadraugon is unknown. History records no such act. (A *gem of brightness* is a good possibility, however.)

Lore

DC 13 Intelligence (Religion): Panjaians first appeared near the end of the Primordial's war with the gods. Some scholars believe if panjaians had been created earlier, it might have changed the conflict's outcome.

DC 13 Intelligence (Nature): Every panjaian has an affinity for the element of their Primordial patron. This affinity manifests in resistances, control over the element, and the ability to wield that element as a weapon.

Panjaian Alondon

Medium humanoid (any race, elemental), any alignment

Armor Class 15 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	10 (+0)	15 (+2)	13 (+1)

Skills Athletics +4, Perception +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Primordial and two other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The panjaian alondon can breathe air and water.

Innate Spellcasting. The panjaian alondon's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*
1/day: *control water*

Mobile. The panjaian alondon can take a bonus action to take the Dash or Disengage action.

Actions

Multiattack. The panjaian alondon makes two tidal slam attacks.

Tidal Slam. *Melee Spell Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or the panjaian alondon can move the target up to 10 feet to an unoccupied space in range.

Reactions

Uncanny Dodge. The panjaian alondon halves the damage it takes from an attack that hits it. It must be able to see the attacker.

Panjaian Morakeshi

Medium humanoid (any race, elemental), any alignment

Armor Class 15 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	15 (+2)

Skills Acrobatics +5, Performance +4, Persuasion +4
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Primordial and two other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Controlled Illumination. As a bonus action, the panjaian morakeshi can shed bright light in a 20-foot radius and dim light for an additional 20 feet. The morakeshi can douse this light using no action, provided the morakeshi isn't incapacitated.

Heated Body. A creature that touches the panjaian morakeshi or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage.

Actions

Multiattack. The panjaian morakeshi makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 8 (2d4 + 3) fire damage.

Hurl Fire. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (2d6 + 3) fire damage.

Control Flame. The panjaian morakeshi chooses a fire it can see within 30 feet of it and expands that fire by one 5-foot cube, extinguishes fire in one 5-foot cube, or makes shapes in the fire in one 5-foot cube. Expanded fire needs fuel to continue burning.

Flame Wave (Recharge 5–6). The panjaian morakeshi unleashes fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 12 (2d8 + 3) fire damage on a failed save, or half as much damage on a successful one.

GM Advice: Since a panjaian can be created from any type of humanoid creature, the stats shown here can be used as a template for adding powers to other creatures. For example, there's nothing stopping you from creating an ogre ilharan. Creatures within the 4-8 CR range won't become too powerful if given some of the traits of the panjaian. Creatures lower than CR 4 would become a CR 6 monster and should just use the regular panjaian stat block. Creatures of CR 9 or higher don't gain much by adding the traits, but it could be a great mystery for the characters to unravel

Panjaian Gormadraugon

Medium humanoid (any race, elemental), any alignment

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Wis +4
Skills Acrobatics +6, Intimidation +5, Perception +4, Persuasion +5
Damage Immunities cold
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14
Languages Primordial and two other languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Coldfire Crisis. As a bonus action, the panjaian gormadraugon causes the area within a 30-foot sphere centered on it to become icy difficult terrain. Nonmagical flames in that area go out. Creatures of the gormadraugon's choice that start their turn in that area lose their resistance to cold damage or treat their cold immunity as resistance to cold damage. This loss of resistance or immunity lasts until the start of the creature's next turn. The aura lasts until the gormadraugon becomes incapacitated, dies, or uses an action or bonus action to end it.

Ignite. If a creature or a flammable object takes cold damage from the panjaian gormadraugon, the target ignites. Until the target is dealt fire damage, it takes 3 (1d6) cold damage at the start of each of its turns.

Innate Spellcasting. The panjaian gormadraugon's innate spellcasting ability is Constitution (spell save DC 13). It can innately cast the following spells, requiring no material components:
At will: *faerie fire*
1/day: *wall of ice*

Regeneration. The panjaian gormadraugon regains 10 hit points at the start of its turn. If the gormadraugon takes fire damage, this trait doesn't function at the start of the gormadraugon's next turn. The gormadraugon dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The panjaian gormadraugon makes two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, 10 (2d6 + 3) cold damage, and Ignite.

Hurl Coldfire. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (3d6 + 3) cold damage and Ignite.

Reactions

Prismatic Flash. When the panjaian gormadraugon fails a saving throw, its skin flashes with prismatic scales, it rerolls the saving throw, and it uses the higher roll. If the reroll causes the save to succeed, creatures within 30 feet of the gormadraugon must succeed on a DC 13 Constitution saving throw or be blinded until the end of their next turn.

Panjaian Citrolachi

Medium humanoid (any race, elemental), any alignment

Armor Class 12 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 25 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (–1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +5, Con +5
Skills Athletics +5, Intimidation +2
Damage Resistances poison
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages Primordial and two other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Earth Glide. The panjaian citrolachi can burrow through nonmagical, unworked earth and stone. While doing so, the citrolachi doesn't disturb the material it moves through.

Innate Spellcasting. The panjaian citrolachi's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:
1/day each: *stoneskin*, *stone shape*

Actions

Multiattack. The panjaian citrolachi makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Earth Slam. The panjaian citrolachi chooses a point it can see within 30 feet of it. Each creature within 10 feet of that point, other than the citrolachi, must succeed on a DC 13 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and fall prone.

Control Earth. The panjaian citrolachi chooses dirt or stone it can see within 30 feet of it. It can move one 5-foot cube of loose dirt up to 5 feet. The citrolachi can also make one 5-foot cube of dirt or stone difficult terrain, or vice versa.

Panjaian Ilharan

Medium humanoid (any race, elemental), any alignment

Armor Class 15 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +5
Skills Acrobatics +5, Deception +3, Perception +4, Sleight of Hand +5, Stealth +5
Damage Resistances lightning, thunder
Senses darkvision 60 ft., passive Perception 14
Languages Primordial and two other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Innate Spellcasting. The panjaian ilharan's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand* (the hand is invisible)
3/day each: *gust of wind*, *invisibility* (self only)

Returning Wind. The panjaian ilharan can take a bonus action to choose up to four objects it can see within 60 feet of it. These objects can't be carried or worn by another creature, and they can weigh up to 5 pounds combined. Those objects fly up to 60 feet toward the ilharan, delivered into its hands or open containers, such as sheathes, once within 5 feet.

Actions

Multiattack. The panjaian ilharan makes four dagger attacks. It can draw the daggers as part of this action.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Storm Wave (Recharge 5–6). The panjaian ilharan unleashes lightning, thunder, and strong wind in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 6 (2d4 + 1) lightning damage and 6 (2d4 + 1) thunder damage on a failed save, or half as much damage on a successful one. Those who fail the saving throw are also pushed up to 15 feet to the edge of the area.

Gift of Flight (1/Day). The panjaian ilharan touches up to four willing creatures. Each target gains a flying speed of 30 feet for 1 hour. When the effect ends, the target descends at 60 feet per round for 1 minute, taking no falling damage and landing on its feet if on the ground after that minute.

Parasite Warlock

"Some lose their grasp on reality. Others revel in a strange and terrible reality they've seen."

Between Realities. Aether Kindred exist in the far reaches beyond normal space and time, but they aren't the only entities to inhabit those in-between places. Other strange entities writhe and swim in the nothingness between stars, hungering for energies they can sense just beyond the veil. Occasionally they taste freedom when a mage manages to open a thin crack, whetting the appetite of these strange beings and drawing them toward the known world.

Subtle Infiltrators. Contact with the outer cosmos is rare, but a seeker of arcane knowledge might briefly touch the mind of a creature from that far realm. If that creature takes notice, it might be intrigued by the rich domain it senses. Such an entity perceives the mortal world as a fertile spawning ground, abundant with food for its offspring. And so, it sends forth a fragment of its will in the form of a larva to worm its way into the mind and body of the one foolish enough to contact it.

Salvage

A parasite warlock always has a blightworm within. In the typical blightworm warlock, the worm is immature and unable to live outside the host. Extracting a blightworm from the host requires someone who has proficiency in the Medicine skill to succeed on a DC 15 Wisdom (Medicine) check. The corpses of two such immature blightworms or one mature one can be used to create four doses of a potion that mimics the *telepathic bond* spell for those who drink it at the same time while within 30 feet of each other and are willing to participate in the bond. Making this potion requires the blightworm or worms, reagents worth 250 gp, 8 hours of work, and a successful DC 15 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Arcana): Parasite warlocks draw their power from a parasitic creature dwelling within them. The parasite, known as a blightworm, is from some other plane of existence.

Blightworm Warlock

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	15 (+2)	13 (+1)	11 (+0)	16 (+3)

Skills Deception +6, Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blightworm Whispers. The blightworm warlock has advantage on saving throws against being charmed, deafened, frightened, stunned, and knocked unconscious.

Innate Spellcasting. The blightworm warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 14), requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*, *silent image*
1/day each: *mass suggestion*

Spellcasting. The blightworm warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*
1st–5th level (3 5th-level slots): *consume mind*, *contact other plane*, *counterspell*, *creeping touch*, *dimension door*, *serpent tongue*, *shatter*, *suggestion*, *vampiric touch*

Spell Siphon (1/Day). When the blightworm warlock successfully uses *counterspell* on a spell of 5th level or lower, the warlock doesn't expend the spell slot used and copies the countered spell. Until the warlock uses this trait again, the warlock can cast the copied spell using a warlock spell slot.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

DC 15 Intelligence (Arcana): Blightworms exist to consume energy, draining worlds until they are depleted husks. Their hosts gain limited ability to siphon magic from their foes. The parasite does the same to its host, eventually merging into a unified being.

DC 20 Intelligence (Arcana): The blightworm can survive the death of its host. It emerges from the corpse and attempts to infest a new body. The new host's soul departs and that of the original warlock takes its place, a horrific reward for service to otherworldly forces.

GM Advice: A parasitic blightworm infestation can be a devastating plot twist in a campaign. A trusted ally who falls prey to one can do irreparable harm to the characters. If this happens, give the characters subtle hints that their ally is acting differently, without stating it outright. The players will feel great if they figure it out based on your subtle clues, and they can solve the problem before it gets too far out of hand.

Blightworm Ascendant

Medium humanoid (any race), any evil alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 104 (16d8 + 32)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA)
11 (+0)	16 (+3)	15 (+2)	13 (+1)	12 (+1)	18 (+4)

Skills Deception +8, Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages any two languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Blightworm Rebirth. When the blightworm ascendant dies, a blightworm uses 5 feet of movement to emerge in a space within 5 feet of the corpse at the start of the ascendant's next turn. (This blightworm is part of the ascendant's Challenge.)

Blightworm Whispers. The blightworm ascendant has advantage on saving throws against being charmed, deafened, frightened, stunned, and knocked unconscious.

Innate Spellcasting. The blightworm ascendant's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 16), requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*, *silent image*
1/day each: *finger of death*, *mass suggestion*, *mind blank*

Spellcasting. The blightworm ascendant is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*
1st–5th level (3 5th-level slots): *consume mind*, *contact other plane*, *counterspell*, *creeping touch*, *dimension door*, *serpent tongue*, *shatter*, *suggestion*, *vampiric touch*

Spell Siphon (Recharges after a Short or Long Rest). When the blightworm ascendant successfully uses *counterspell* on a spell of 5th level or lower, the ascendant doesn't expend the spell slot used and copies the countered spell. Until the ascendant uses this reaction again, the ascendant can cast the copied spell using a warlock spell slot.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Blightworm

Tiny aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 40 (16d4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA)
2 (–4)	17 (+3)	10 (+0)	13 (+1)	12 (+1)	18 (+4)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Languages understands the languages of its original host but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +4

Otherworldly Nimbleness. The blightworm can move through the space of any creature larger than it is.

Slippery. The blightworm has advantage on ability checks and saving throws made to escape a grapple.

Symbiotic Proficiency. The blightworm has a proficiency bonus equal to that of its original blightworm ascendant host (usually +4).

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the blightworm enters the target's space and attaches to the target, moving with the target until detached. While attached to the target, the blightworm can bite no other creature but has advantage on attack rolls to bite. Another creature, including the target, can use an action to detach the blightworm but must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to do so. The blightworm can detach as part of its movement and does so automatically if it becomes incapacitated or dies.

If the blightworm hits a humanoid it's attached to with its bite, the humanoid must succeed on a DC 15 Constitution saving throw, or the blightworm burrows in. While burrowed in, the blightworm has total cover from effects that originate outside the humanoid and can't be detached. If it hits with its bite while burrowed in, it scores a critical hit. If it rolls a 20 on its attack roll, it deals 16 (the maximum of 2d4 + 4 plus another 1d4) piercing damage.

The target can repeat the saving throw at the end of each of the blightworm's turns. On a success, the blightworm is ejected into a space of its choice within 5 feet of the target. A *lesser restoration* or *protection from evil and good* spell cast on the target also expels the blightworm.

If the humanoid dies with a blightworm inside it, its soul departs at the start of the blightworm's next turn. The blightworm's original blightworm ascendant host then reincarnates using the humanoid's body, which becomes the ascendant's body. (The target's body is, in essence, destroyed, remade into another creature's body.) The arisen ascendent has half its hit points and two levels of exhaustion.

Pesta

"Each season, a fieldhand sees a hazy shimmer and thinks it's just the heat. They go out to work, and they never come back. It ain't the heat shimmering out there."

Heat Haze. Appearing as yellowish, humanoid-shaped clouds, pestas can be hard to spot due to their incorporeal form. During hot days, a pesta and a heat shimmer appear identical.

Pestas are also called "the farmer's shade." Most of their victims are found in or around fields. They blend in with the wheat and corn, and farmers have mistaken a pesta for a cloud of dust.

Bearers of Disease. Pestas are the risen souls of people who died of a disease while working under the hot sun. In their final moments, they cursed their life being cut short. This emotion kept their soul anchored as an angry reflection of what they were in life, bound to spread the disease that claimed them .

Diseased Corpses. The victims of a pesta appear drained of vitality and have an unhealthy yellow hue to their skin. No matter how vigorous they were in life, in death they look as if they spent months battling a horrid disease. Such bodies are wrapped in cloth to avoid touching them and burned soon after they're found. The pesta might be long gone, but the diseased corpse left behind can spawn another and continue to wreak havoc.

Salvage

Legend says that if you listen carefully, succeeding on a DC 15 Wisdom (Perception) check if you're within 10 feet of the pesta when it perishes, the pesta reveals a cherished secret as it dissipates. Someone might also intuit this information with a successful DC 15 Wisdom (Insight) check. This knowledge could lead to something valuable.

Lore

DC 15 Intelligence (Religion): The pesta can emit a noxious cloud that can infect victims with terrible diseases.

Variant: Weeping Pesta

Some pestas are the undead victims of the Weeping Pox, carrying that disease. Those diseased by such a pesta's Plague Cloud or poisoned by its aura are infected with the Weeping Pox. A humanoid infected with this disease must repeat a DC 15 Constitution saving throw every 24 hours, increasing its exhaustion level by one on a failure. This exhaustion can't be reduced until the disease is cured by magic.

Until the first level of exhaustion sets in, however, the victim has sharpened senses. When making an ability check or saving throw against anything other than the disease, they can add a d4 to ability checks or saving throws. A slight fever and overexcitement are the only signs this condition comes from Weeping Pox.

Pesta

Medium undead, neutral evil

Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	17 (+3)	10 (+0)	15 (+2)	9 (–1)

Skills Stealth +5
Damage Immunities necrotic, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Hazy Stealth. In conditions of heat shimmers or dusty or misty air, a pesta has advantage on Dexterity (Stealth) checks, and it can use a bonus action to take the Hide action.

Incorporeal Movement. The pesta can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Plague Stench. Any creature not immune to poison that starts its turn within 5 feet of the pesta must succeed on a DC 14 Constitution saving throw or take 5 (2d4) poison damage and become poisoned until the start of its next turn.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage plus 9 (2d8) poison damage.

Plague Cloud (Recharge after a Short or Long Rest). The pesta creates a 20-foot-radius cloud of yellowish mist centered on a point it chooses within 60 feet of it. This mist spreads around corners and lightly obscures its area. The cloud lingers for 1 minute, until the pesta's concentration ends (as if concentrating on a spell), or until strong wind disperses the cloud.

When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a DC 14 Constitution saving throw. The creature takes 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. Someone who fails the saving throw is also poisoned and subjected to the pesta's disease (often sewer plague). Creatures are affected even if they hold their breath or don't need to breathe. A creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success. The disease remains until cured.

Plague Doctor

"Those who hold power over life and death are dangerous for exactly that reason."

Medical Calling. When the Weeping Pox spread in Liesech, the call went out for any mage or physician who might be able to develop a cure for this horrible blight. This call led to an influx of healers and wizards, many hoping to gain fame and glory by solving the riddle of this new disease. They were unprepared for the situation that awaited them.

Forged by Disaster. Liesech was in a horrible state. The disease swept from person to person unhindered by treatments that science and magic could bring to bear. In desperation, the few healers who managed to avoid succumbing to the disease developed entirely new branches of magical alchemy in hopes of stemming the tide.

Two groups emerged from this plague-ridden metropolis. One is the Morbus Doctore, who claimed victory over the disease with a secretive and costly cure. The other is an ununified host of would-be saviors, some twisted by the horrors they witnessed.

Salvage

Plague doctors are experts at medicinal arts and possess alchemist's supplies, healer's kits, and herbalism kits. Once they progress into the more specialized alchemy, they might also have several concoctions, including many potions that mimic spells. See the Plague Doctor wizard tradition in chapter 5 of *Grim Hollow: The Players Guide* for more information on what a plague doctor might have or how these NPCs might be customized.

Lore

DC 10 Intelligence (History): In the wake of the Weeping Pox, many mages and scholars delved into the study of diseases. Those who learned the secrets of blending science and magic into alchemical concoctions are known as plague doctors.

Plague Doctor

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	15 (+2)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +5, Medicine +3
Senses passive Perception 11
Languages any three languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Good Medicine. The plague doctor carries a concoction that, if consumed as an action, causes the imbiber to regain 13 (3d8) hit points and cures any disease.

Spellcasting. The plague doctor is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *poison spray*, *prestidigitation*
1st level (4 slots): *detect magic*, *grease*, *ray of sickness*, *sleep*
2nd level (3 slots [1 used for Bad Medicine]): *acid arrow*, *gust of wind*, *shatter*
3rd level (3 slots [1 used for Good Medicine]): *bestow curse*, *stinking cloud*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Bad Medicine. The plague doctor hurls a concoction at a point the doctor can see within 30 feet of it. Creatures within 10 feet of that point must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the creature takes 3 (1d6) poison damage each time it takes an action. An affected creature can take an action to repeat the saving throw, ending the effects early on a success.

DC 15 Intelligence (Medicine): The repeated failures and deaths during the search for a cure for the Weeping Pox led to a new epidemic of unhinged magical alchemists. Some still seek to ply their trade, curing whatever sicknesses they come across. Others now see life itself as a disease in need of a cure.

DC 20 Intelligence (Arcana): Inured to disease and suffering, some former physicians turned their alchemical concoctions to combat uses. They can heal themselves and throw volatile magical grenades that can afflict foes with disease symptoms.

GM Advice: For maximum surprise and effectiveness in challenging the characters, plague doctors are best used when the characters trust them. Perhaps the characters are relying on a doctor to help them in a situation where diseases are ravaging an area. A plague doctor is as likely to kill a character suffering from a disease (in the name of medicine, of course) than heal them.

Master Plague Doctor

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	15 (+2)	18 (+4)	14 (+2)	11 (+0)

Skills Arcana +7, Medicine +5
Senses passive Perception 11
Languages any three languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Conditioned Immunity. The master plague doctor is immune to disease and has advantage on saving throws against being poisoned.

Good Medicine. The master plague doctor carries a concoction that, if consumed as an action, causes the imbiber to regain 22 (5d8) hit points and cures any disease.

Spellcasting. The doctor is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mending*, *poison spray*, *prestidigitation*
1st level (4 slots): *detect magic*, *grease*, *ray of sickness*, *sleep*
2nd level (3 slots [1 used for Bad Medicine]): *acid arrow*, *fiend flesh*, *gust of wind*, *shatter*
3rd level (3 slots [1 used for Good Medicine]): *bestow curse*, *gaseous form*, *stinking cloud*
4th level (3 slots): *blight*, *confusion*, *wall of fire*
5th level (2 slots): *cloudkill*, *scrying*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *finger of death*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bad Medicine. The master plague doctor hurls a concoction at a point the doctor can see within 30 feet of it. Creatures within 10 feet of that point must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d6 + 2) acid damage at the start of each of its turns and 7 (2d6) poison damage each time it takes an action. An affected creature can take an action to repeat the saving throw, ending the effects early on a success.

Poffer

"You see these fellas in the wild and think, 'aw, look at them sheep with cute bushy wool!' But step closer and they'll fall upon you like a storm, and where there's storms, there's lightning."

Rambunctious Ruminants. Poffers are sheeplike creatures named after the typical poffer's bushy woolen coat. Alone, a poffer is docile and can make a nice, low-maintenance pet. But flocks of poffers are aggressive, charging other creatures that come too close.

Worthwhile Wool. Ranching poffers is worth the risk. Although a flock of poffers can be dangerous, their wool is insulating in multiple ways. It can make warm, comfortable clothing that also protects the wearer from shocks.

Salvage

People prize poffer wool for its insulating properties. Someone who has proficiency with weaver's tools can use the wool of five poffers to make one *suit of the lamb* (see chapter 4). Creating the suit takes 3 days.

Lore

DC 10 Intelligence (Nature): Multiple poffers in proximity to another creature can cause an incapacitating shock. The creatures are aggressive in flocks, and they trample fallen foes.

Poffer

Small monstrosity, unaligned

Armor Class 10
Hit Points 7 (2d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	2 (–4)	10 (+0)	5 (–3)

Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Flock Static. A creature other than a poffer that ends its turn within 5 feet of two or more poffers takes 2 lightning damage plus 1 lightning damage for each additional poffer within 5 feet of the creature. A creature that takes 4 or more lightning damage from poffers in one turn must succeed on a DC 10 Constitution saving throw or fall prone and become incapacitated until the end of its next turn.

Actions

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5ft., one prone creature. *Hit:* 2 (1d4) bludgeoning damage.

Poppet

"Destroy our evil deeds, we pray. Disperse shadows from our minds, lest we perish for our sins."
– Ancient Prayer

Cursed Existence. A poppet is a doll with a spirit inside it. This spirit can be a cursed humanoid soul or a fiend. In either case, the doll can be permanently destroyed only if the curse binding the spirit to it is ended.

Strong negative emotions can trap a spirit, as in the case of ghosts. With a poppet, a soul remains after a tragedy or negativity allows a fiend in. The evil that binds the spirit to the doll is so strong that anyone who picks up the poppet risks being cursed.

As part of the curse, a poppet has a cherry-sized stone heart within its torso. When the doll is slain and the curse is removed, the seams tear or the poppet vanishes, and the heart clatters to the ground amid a bloodlike fluid. Properly treated, this gem is a potent talisman against fear (see Salvage).

Talking Doll. A poppet can talk, saying simple phrases that have sinister meaning in context or with hindsight. The doll speaks when a situation calls for it. Whenever a particular poppet is about to attack, for instance, it might say, "It's time to play."

When a person, usually a child, bonds with a poppet, the doll uses telepathy to converse with that person. Amused adults think the child is talking to an imaginary friend, not recognizing the real threat it slowly turns its owner toward evil.

When the opportunity presents itself, a poppet fiend strikes a deal. It makes a contract for that coveted pony, revenge on a bully, or getting out of chores. With each agreement, the owner descends further into wickedness.

Lifelong Friend. If the true nature of the poppet fiend remains undiscovered, it reveals its true nature when it believes its owner might accept this revelation. Stories tell of corrupted people working with a poppet fiend to continue the cycle of deceit and obtain their desires.

Constructed Nature. A poppet that is a construct doesn't require air, food, drink, or sleep.

Salvage

Embedded in a poppet is a *telltale heart* (see Chapter 4). The faint whisper of the possessing spirit's memories, whether ghost or fiend, lives on in this bloodstone the size of a large cherry. For the stone to work, the poppet it was attached to must have been truly dispatched, its curse ended.

Lore

DC 10 Intelligence (Arcana): These possessed dolls are resistant to damage. Magic weapons can kill it, as can adamantine or silver.

DC 15 Intelligence (Religion): Some poppets are possessed by unquiet spirits but others are fiendish. All are cursed.

Poppet

Tiny construct, chaotic evil

Armor Class 12
Hit Points 21 (6d4 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Wis +2
Skills Stealth +4
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages One national language, telepathy 30 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the poppet's darkvision.

Eerie Laugh. As a bonus action, the poppet laughs, and each creature within 30 feet of and able to hear the poppet must succeed on a DC 11 Wisdom saving throw. On a failure, the creature becomes frightened of the poppet for 1 minute. If the saving throw fails by 5 or more, the target's speed is halved while it's frightened in this way. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the poppet is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Eerie Laugh of any poppet for the next 24 hours

False Appearance. While the poppet remains motionless, it's indistinguishable from an ordinary doll.

Turning Susceptibility. The poppet can be turned as if it were undead. However, it can't be destroyed by effects that turn undead.

Actions

Embrace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and 5 (2d4) psychic damage.

DC 20 Intelligence (Arcana): Embedded within a poppet is a bloodstone heart that can't be found until the poppet's curse is lifted.

Poppet Fiend

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13
Hit Points 31 (9d4 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Immunities fire, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages One national language, Infernal, telepathy 60 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the poppet fiend's darkvision.

False Appearance. While the poppet remains motionless, it's indistinguishable from an ordinary doll.

Magic Resistance. The poppet fiend has advantage on saving throws against spells and other magical effects.

Shapechanger. The poppet fiend can use its action to polymorph into a doll or back into its true form, that of a Tiny implike devil. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form only if it dies and *remove curse* has been cast on it with 24 hours or is cast on it while it's at 0 hp. The fiend is then visible for a moment, before vanishing in a puff of vile smoke.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. The poppet fiend can inject venom, and if it does so, the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Potbelly

"Our invader does nothing but laugh at our pain. Someone, anyone, save our little town!"

Cursed Giant. A potbelly is a giant cursed by unseelie fey. What remains is the mockery of a giant filled with the desire to cook and consume other living beings. The giant's name comes from its new appearance. A cauldron hangs in the giant's abdomen. It contains a bizarre boiling oil, and the potbelly can use this vessel to cook foes.

Gleeful Mayhem. A potbelly always smiles and joyfully goes about murdering and cooking other creatures. It happily snacks on fried corpses from its belly pot while crushing other foes. Even at the edge of death, a potbelly keeps up this twisted good cheer.

Salvage

The cooking fluid in a potbelly's cauldron cools and evaporates quickly after the potbelly dies. Someone who has proficiency with alchemist's supplies can preserve some of the fluid within 1 minute of the fey giant's death. This sample can be used to create a *sizzling serum* (see chapter 4). Brewing this serum takes 4 hours and reagents worth 50 gp, and it requires a successful DC 13 Intelligence (Nature) check.

Lore

DC 13 Intelligence (History): A potbelly is a giant cursed by fey magic. It can grab smaller creatures and cook them in its belly pot.

DC 15 Intelligence (Arcana): A potbelly receives a supernatural boost from eating those who died in the giant's stomach cauldron.

Potbelly

Huge fey, chaotic evil

Armor Class 15 (natural armor)
Hit Points 102 (12d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	15 (+2)	6 (–2)	10 (+0)	13 (+1)

Skills Athletics +8, Survival +3
Senses passive Perception 9
Languages Giant, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The potbelly makes two slam attacks. It can use boil in place of either slam.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage. The potbelly can deal half damage instead and grapple a Medium or smaller creature (escape DC 16). The potbelly can grapple up to two creatures at a time.

Boil. One Medium or smaller creature grappled by the potbelly must succeed on a DC 16 Strength saving throw or be plopped into the potbelly's belly pot, taking 18 (4d8) fire damage. A creature in the pot is restrained and has cover from effects that originate outside the potbelly. At the start of each of the potbelly's turns, the engulfed creature takes 18 (4d8) fire damage. The potbelly can have only two Medium or smaller creatures boiling at a time.

A boiling creature can try to escape by taking an action to make its choice of a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes and uses 5 feet of movement to enter a space of its choice within 5 feet of the potbelly.

If the potbelly dies, boiling creatures are no longer restrained by it and can escape from the corpse by using 10 feet of movement.

Snack. The potbelly takes the cooked corpse of a fey, giant, or humanoid that died no more than 1 minute before from its belly pot, takes a bite, and regains 25 hit points. The potbelly can gain this benefit only once from each corpse.

Primordial Troll

"What's worse than a troll?
A smart troll with elemental powers!"

Nature Incarnates. Trolls infused with elemental forces serve the primordials. These primordial trolls are more cunning than their troll cousins, and their elemental nature affects their regeneration. Each type of primordial troll has abilities based on the primordial the trolls serve or have connections to.

Fireborn. Favored by Lady Morakesh, fireborn trolls have a similar mercurial temperament. Their black eyes flash red when the troll is angered, in stark contrast to their charred, warty skin.

Small clans of fireborn trolls can be found in mountainous regions across Etharis, but they're most common around Mount Vengeance and in the mist-covered expanse of southern Charneault. Fireborn trolls have been seen accompanying elves traveling to the Temple of the Mists, though the elves haven't said why.

Fireborn trolls fight with their fangs and claws, like their normal kin, but a fireborn troll has a body hot enough to burn other creatures. Their leaders can summon magic flame and throw fiery spells at all who threaten them.

Seaborn. As with their Primordial Lord Alondo, seaborn trolls prefer to be left alone. Their small familial communes are hidden along remote storm-wracked coasts, where the trolls hunt the waters.

Seaborn troll skin ranges from slate blue to mossy green. They are built to easily navigate surging coastal tides. Among the waves, they hunt using wicked claws and an acidic bite.

The most powerful seaborn trolls wield powers of acid and mist. They can conjure thick and sometimes caustic fog. These seaborn trolls spit acid at foes before disappearing into the mists.

Stoneborn. Rarely seen on the surface, stoneborn trolls are native to the underground realm of Stonereach. Therein, they grudgingly pledge fealty to Citrolach, lord of the underground realms, but their contemplatives ponder an existence unbeholden to the primordial lord's stubbornness.

Stoneborn trolls are hulking, musclebound creatures sheathed in grey, warty skin as tough as rock. Their claws and teeth are harder than normal, as well, and can sheer through metal and flesh.

Contemplative stoneborn trolls lead small clans of stoneborn. Though introspective, they aren't pacifists. Numerous unfortunate explorers who stumbled into the giant's territory have discovered that fact.

Windborn. Ilhara, the Queen of Air and Shadow, has a dedicated following of windborn trolls. They carry powerful confidence in their stormy souls. Windborn trolls are impatient to help their matron ascend to control Etharis.

Mighty windborn can twist shadows, creating minor illusions to trick their enemies. The coloring of their smooth skin adjusts to their surroundings, making them difficult to spot and find. These infiltrators subtly pursue Ilhara's agenda. However, if subterfuge fails, they are cunning fighters who can hurl lightning.

Salvage

Nodules inside primordial trolls empower them with elemental traits. Someone who has proficiency in the Arcana or Medicine skill can extract these "organs" with a successful DC 13 Intelligence (Arcana) or Wisdom (Medicine) check. Somebody who has proficiency with alchemist's supplies can take the nodules from one troll, along with other reagents worth 100 gp, to refine an *elixir of elemental spittle* (see chapter 4). Making one elixir takes 1 day of work.

Lore

DC 10 Intelligence (Nature): Most primordial trolls have natural weapons empowered with elemental damage. Stoneborn trolls don't, but their strength and resilience make up for this lack.

DC 15 Intelligence (Arcana): Powerful primordial trolls have magical abilities tied to their ancestry and traditions.

DC 15 Intelligence (Arcana or Nature): Only the windborn troll's regeneration is sensitive to acid and fire like normal trolls. Cold and acid damage affect fireborn trolls, while seaborn trolls are susceptible to fire and magical cold. And acid and thunder temporarily shut down a stoneborn troll's regeneration.

Fireborn Troll

Large giant, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	8 (–1)	10 (+0)	9 (–1)

Skills Perception +3
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Heated Body. A creature that touches the troll or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or cold damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 5 (2d4) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 5 (2d4) fire damage.

Fireborn Troll Flamecaller

Large giant, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	9 (–1)	14 (+2)	10 (+0)

Skills Nature +3, Perception +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Call Flame. The troll can use a bonus action to ignite a magical fire in its maw. The fire lasts until the start of the troll's next turn. The troll must ignite this fire to use its spit fire and firebane actions.

Heated Body. A creature that touches the troll or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Magic Weapons. The troll's weapon attacks are magical.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or cold damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 7 (2d6) fire damage, or 14 (4d6) fire damage if the troll has call flame active.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 7 (2d6) fire damage.

Spit Fire. *Ranged Spell Attack*: +6 to hit, range 40/120 ft., one target. *Hit*: 14 (4d6) fire damage.

Control Flame. The troll chooses a fire it can see within 30 feet of it and expands that fire by one 5-foot cube, extinguishes fire in one 5-foot cube, or makes shapes in the fire in one 5-foot cube. Expanded fire needs fuel to continue burning.

Firebane (Recharges after a Short or Long Rest). The troll spits fire at a point it can see within 120 feet of it, and the fire bursts into an explosion of magical flame. It ignites flammable objects that aren't being worn or carried. Each creature in a 20-foot-radius sphere centered on that point must make DC14 Dexterity saving throw. On a failure, the target takes 28 (8d6) fire damage, and for 1 minute, the target is cursed and must roll a 1d4 and subtract the number rolled from attack rolls or saving throw. If the save succeeds, the target takes half the fire damage and isn't cursed.

Seaborn Troll

Large giant, neutral

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	9 (–1)	11 (+0)	8 (–1)

Skills Perception +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The troll can breathe air and water.

Aquatic Camouflage. The troll has advantage on Dexterity (Stealth) checks made to hide underwater.

Flexible. The troll can enter a space large enough for a Medium creature without squeezing.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes cold or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage and 5 (2d4) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Seaborn Troll Foggcaller

Large giant, neutral

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	10 (+0)	15 (+2)	9 (–1)

Skills Perception +5
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The troll can breathe air and water.

Aquatic Camouflage. The troll has advantage on Dexterity (Stealth) checks made to hide underwater.

Flexible. The troll can enter a space large enough for a Medium creature without squeezing.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Magic Weapons. The troll's weapon attacks are magical.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes cold or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks, only one of which can be a bite. It can use call fog in place of two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Spit Acid. *Ranged Spell Attack*: +5 to hit, range 30/60 ft., one target. *Hit*: 14 (4d6) acid damage.

Call Fog. The troll creates a 30-foot-radius sphere of fog centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

The troll can choose to make this fog caustic. If it does so, a creature that enters the fog for the first time on a turn or starts its turn there takes 10 (4d4) acid damage. Once the troll makes caustic fog, it can do so again only after it finishes a short or long rest.

Stoneborn Troll

Large giant, neutral

Armor Class 14 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	9 (–1)	10 (+0)	8 (–1)

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 14
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or thunder damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The troll deals double damage to objects and structures.

Sure Stance. The troll has advantage on Strength and Dexterity saving throws made against effects that would force it to move or knock it prone.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or fall prone.

GM Advice: Primordial trolls are dangerous in their own right, but they are likely to serve more powerful masters that have a mastery over the elements they're associated with. Conversely, lesser elemental creatures can be found serving elemental trolls.

Stoneborn Troll Contemplative

Large giant, lawful neutral

Armor Class 16 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Claw Technique. If the troll hits a creature with its claw or kinetic claw, the creature must succeed on a DC 17 Strength saving throw or the troll can cause it to fall prone, be pushed up to 15 feet away from the troll, or be unable to take reactions until the end of the troll's next turn.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or thunder damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Purify. As a bonus action, the troll ends one condition rendering it charmed, frightened, or poisoned.

Siege Monster. The troll deals double damage to objects and structures.

Sure Stance. The troll has advantage on Strength and Dexterity saving throws made against effects that would force it to move or knock it prone.

Actions

Multiattack. The troll makes four attacks: one with its bite and three with its claws or kinetic claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage and claw technique.

Kinetic Claw. *Ranged Spell Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 15 (2d12 + 2) slashing damage and claw technique.

Windborn Troll

Large giant, neutral evil

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	11 (+0)	10 (+0)	9 (–1)

Skills Perception +3, Stealth +6
Damage Resistances lightning, thunder
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Flexible. The troll can enter a space large enough for a Medium creature without squeezing.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Lightfooted. The troll can use a bonus action to take the Dash or Disengage action.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes fire or acid damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Standing Leap. The troll's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 5 (2d4) lightning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Windborn Troll Infiltrator

Large giant, neutral evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	12 (+1)	14 (+2)	9 (–1)

Skills Perception +5, Stealth +7
Damage Resistances lightning, thunder
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Cunning Action. The troll can use a bonus action to take the Dash, Disengage, or Hide action.

Flexible. The troll can enter a space large enough for a Medium creature without squeezing.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Magic Weapons. The troll's weapon attacks are magical.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes fire or acid damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sneak Attack (1/Turn). The troll deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the troll's that isn't incapacitated and the troll doesn't have disadvantage on the attack roll.

Windborn Step. As a bonus action, the troll can teleport up to 40 feet to an unoccupied space, provided its starting space and destination space are obscured by mist or similar airborne particles, dim light, or darkness.

Actions

Multiattack. The troll makes three attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 5 (2d4) lightning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Hurl Lightning. *Ranged Spell Attack*: +5 to hit, range 40/120 ft., one target. *Hit*: 11 (2d10) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The troll magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the troll wears or carries is invisible with it.

Shadow Play (2/Day). The troll creates an illusion like those created with a *minor illusion*, *silent image*, or *major image* spell. The DC to discern these illusions for what they are is 13.

Puck

"I've heard pixie dust is beautiful, magical stuff. The dust I saw was definitely magical, but it wasn't beautiful."

Crushed Spirit. A puck is a pixie whose hopes and dreams, loves and playfulness, have been erased by mistreatment, betrayal, or loss. Once a beautiful and merry being, a puck is now a sad, twisted monster. Once the transformation happens, the pixie's dust dissipates. Without pixie dust, a pixie can't fly, can't use its magic, and can't turn invisible. They lose their ability to commune with nature.

Puck Dust. Taking the place of pixie dust, puck dust allows the puck to retain magical powers that resemble those of a pixie. The substance corrupts soil, vegetation, and beast, and it enthralls plants and trees to do the puck's bidding. Plants under the dust's influence become telepathically and emotionally bonded to the puck. Despair drives these plants. Each feels the harm done to one.

Corpse Gardener. Pucks farm their glittering soil, using animals and other living creatures to produce fertilizer. The puck force feeds the grove's dead material and soil to animals and humanoids. After a ripening time, the puck opens these unfortunates up to take refined soil from their innards. The puck keeps the creatures alive until this grisly harvest, earning the terrible epithet "corpse gardener."

Salvage

A slain puck produces up to six pinches of puck dust, which are magical but less effective in the hands of a nonpuck. Each dose can be used in one of two ways. Puck dust dispersed on a plant creature within reach of the disperser forces the plant to succeed on a DC 13 Wisdom saving throw as if *charm monster* were cast upon it by the disperser. If the dust is dispersed on an inanimate shrub, it becomes an evil awakened shrub with an Intelligence and Charisma score of 3. Three doses scattered on a tree make it an evil awakened tree with an Intelligence and Charisma score of 3. Either use of puck dust animates the plant for only 1 hour.

Lore

DC 10 Intelligence (Nature): The veil between the world and the fey world is thin here. A dark fey spirit has corrupted this place.

DC 15 Intelligence (Nature): The trees themselves are hindering your steps. They are in cahoots with a fey spirit. Anything you say or do is probably sensed by the spirit. Your senses might become targeted by the spirit. Do not trust anything you see.

DC 20 Intelligence (Nature): You are within the domain of a puck, pitiful creatures who scorn humanity and dominate nature. It uses plants as its weapons and concealment as its defense. Finding it may prove difficult, as the forest will protect it, but once found, it is frail.

A Puck's Lair

Soil within a puck's lair occasionally twinkles as if filled with sparkling fertilizer. Many of the trees and plants are likely to be the puck's thralls, and allied plant creatures might also dwell there. Within the lair, only creatures of the puck's choice leave tracks. Tracking such creatures is possible only with magic.

A puck makes their hidden home in small crevices beneath the interlaced roots of plant thralls. These roots act as labyrinthine hallways connecting all parts of the grove, which the puck uses to sneak around. While hidden in this maze, the puck whispers to the trees and telepathically commands them. Hiding and commanding the plants to protect the puck is crucial, for it knows that despite its great power, it is physically frail.

Lair Actions

On initiative count 20 (losing initiative ties), while the puck is inside its grove, it can take a lair action to cause one of the following effects. A puck can't use the same effect two rounds in a row:

- Six images of the puck appear in multiple locations in the lair, each moving and speaking independently during the puck's turn. At the start and end of the puck's turn, and one time during the puck's movement, it can teleport to the location of one of these images. The images remain until initiative count 20 on the next round.

- Grasping vines and roots manifest in the lair. Each creature hostile to the puck in the lair must succeed on a DC 14 Strength or Dexterity saving throw (target's choice) or be moved up to 20 feet to another unoccupied space in the lair and knocked prone.
- Inanimate plants in the lair twist and sprout thorns. The area becomes difficult terrain to creatures hostile to the puck until initiative count 20 on the next round. When such a creature moves more than half its speed (as dictated by the difficult terrain) in the area, it takes 5 (2d4) piercing damage and must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regional Effects

A natural environment containing a puck's lair is warped by the puck's presence, which creates one or more of the following effects:

- Plants within 1 mile of the lair darken in hue and look underwatered. Sap from these plants has a bloodlike tinge. This sap seeps from oddly shaped holes that resemble parts of despairing faces or wounds. Fruits are deformed and oddly colored but are otherwise normal in taste and nutrition. Traversing this area is hard and time consuming—roots trip, vines block the way, underbrush is dense and thorny.
- Animals and other wild creatures within 1 mile of the lair are unnaturally aggressive, especially toward creatures hostile to the puck. However, animals are absent within 600 feet of the lair. The puck uses them to fertilize the grove
- Creatures that spend 10 minutes or more within this area feel their negative emotions heightened. Effects that cause debilitating negative emotions double in duration. Effects that provide bravery, joy, hope, and similar emotions, such as the spells *aid* or *heroism*, halve in duration. A *calm emotions* spell ends either effect for that spell's normal duration.

Puck

Tiny fey, neutral evil

Armor Class 15
Hit Points 14 (4d4 + 4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	20 (+5)	12 (+1)	12 (+1)	13 (+1)	17 (+3)

Skills Deception +5, Perception+3, Stealth +7
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan, telepathy 120 ft. (plants only)
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fey Evasion. If the puck is subjected to an effect that allows it to make a saving throw to take only half damage, the puck instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Magic Resistance. The puck has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The puck's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring only puck's dust as a component:

At will: *dancing lights*, *druidcraft*, *entangle*
3/day: *phantasmal force*
1/day each: *bestow curse*, *charm monster* (plant creatures only), *detect evil and good*, *detect thoughts*, *dispel magic*, *polymorph*

Plant Bond. Given 8 hours to be within 20 feet of a Huge or smaller plant, the puck can use puck's dust to form a bond with that plant. The target must have no Intelligence score and gains an Intelligence of 3. The target also gains the ability to understand Sylvan and to move its limbs, roots, vines, creepers, and so forth. It gains blindsight in a 60-foot radius but is blind beyond that range. The plant becomes a puck version of an animated plant, such as a puck tree or puck shrub.

A puck can have only one plant charmed in this way at a time. The condition ends if the puck harms the plant, and the plant can make a DC 10 Wisdom saving throw to end the condition if a request from the puck guarantee's the plant's destruction. Plants freed from the charm leave the puck's grove, becoming inanimate again once 300 or more feet away for 24 hours. Otherwise, the plant is charmed by the puck for 30 days, after which time the plant becomes the puck's willing servant (it's no longer charmed) even when threatened with death.

The puck is emotionally bonded with each plant it has animated, charmed, and enthralled. Provided such a plant is within 1 mile, the puck is aware when the plant takes damage and knows its location. If such a plant is destroyed, the puck is incapacitated until the end of its next turn as it grieves.

Plant Manifestation. As a bonus action, the puck can cause a plantlike manifestation of itself to emerge from the plant material of one plant charmed or enthralled by the puck within 120 feet of it. The puck can act through this duplicate until the end of its turn, then the duplicate disappears.

Actions

Superior Invisibility. The puck magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the puck wears or carries is invisible with it.

Reactions

Uncanny Dodge. The puck halves the damage it takes from an attack that hits it. It must be able to see the attacker.

Puck Shrub

Medium plant, lawful evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	3 (–4)	10 (+0)	3 (–4)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Sylvan but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

False Appearance. While the puck shrub remains motionless, it is indistinguishable from a thorny shrub.

Actions

Thorns. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. The puck shrub can deal half damage instead and grapple a Medium or smaller creature (escape DC 11). Until this grapple ends, the shrub can use its thorns only on the grappled creature.

Hurl Thorns. *Ranged Weapon Attack:* +3 to hit, Range 30/60 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Puck Tree

Huge plant, lawful evil

Armor Class 15 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	17 (+3)	3 (–4)	15 (+2)	3 (–4)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands Sylvan but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

False Appearance. While the puck tree remains motionless, it is indistinguishable from a tree.

Siege Monster. The tree deals double damage to objects and structures.

Actions

Multiattack. The puck tree makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. The puck tree can deal half damage instead and grapple a Medium or smaller creature (escape DC 15). The tree can grapple up to two creatures at a time.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 32 (5d10 + 4) bludgeoning damage, and a creature must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or fall prone.

Fling. The puck tree throws a Medium or smaller creature grappled by it up to 30 feet horizontally. That creature takes 1d10 damage per 10 feet thrown and lands prone. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and fall prone.

Reactions

Deadfall. When the puck tree drops to 0 hit points, it falls in a direction of its choice in a 15-foot line that's 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Putrefaction Slug

"While all slugs and such slick sliders are creepy, one type in particular transforms other creatures to something even more disgusting."

Repulsively Quick. Slithering along faster than you'd expect on a glistening trail as clumpy and green as plague victim's snot, the putrefaction slug's brownish-red bodies writhe unnaturally, as if their innards are itching to escape. Their slithering mass vibrates and shakes loose a strange and dusty yellow miasma just before they spit, emitting a sulfuric stench.

Fates Worse than Death. Slugs target their victims with bile-colored spit, causing unfortunates to dissolve in a matter of moments. A slug's hunger is also its weakness. Once they've spewed their digestive juices and flesh begins to putrefy, a slug's instincts take over, and it begins to feed. That's not good for the victim, but the slug focuses on little other than the eating, which is an excellent time to strike for the kill.

Salvage

Putrefaction slugs ignore what they can't devour, making any treasure they possess incidental. But the glands that generate their digestive acid are prized by alchemists.

Removing an intact slug gland requires a successful DC 12 Intelligence (Nature) or Wisdom (Medicine) check. Once removed, the gland must be stored in alcohol or similar preservative agents. Using four such glands, a person can create a more potent version of acid that renders a target that takes damage from the acid vulnerable to bludgeoning damage until the end of the thrower's next turn.

These enhanced acids are called sluggers, cost 40 gp, and weigh the same as a standard vial of acid. Creating a slugger requires proficiency with alchemist's supplies and a successful DC 13 Intelligence check to use them in a process that takes 4 hours. Failure creates normal acid, while failure by 5 or more renders a useless result.

Lore

DC 10 Intelligence (Nature): A putrefaction slug spits acid. This acid can dissolve a creature into a puddle of goo.

DC 15 Intelligence (Nature): The slug's digestive acid softens tissue, making it vulnerable to crushing and tearing. Water helps dilute this acid.

Putrefaction Slug

Small monstrosity, unaligned

Armor Class 12
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	1 (–5)	10 (+0)	5 (–3)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage plus 3 (1d6) acid damage.

Spit. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one creature. *Hit:*7 (2d6) acid damage and the target must make a DC 12 Constitution saving throw. On a failure, the target becomes vulnerable to bludgeoning damage. The target can repeat the saving throw at the end of each of its turns, taking 3 (1d6) acid damage and continuing the bludgeoning vulnerability on a failure or ending the effect on itself on a success.

A creature that uses an action to pour water on the spit grants the target advantage on the saving throw.

Putrid Giant

"Beware a giant with pustules and sloughing skin. Hill giants respond differently to the pox. It rots their flesh and instills them with deadly mania."

Infected, Unrestrained. Weeping Pox is deadly to most creatures, but it can manifest differently. When a hill giant becomes infected, the fever sharpens the senses and creates a manic euphoria that never dissipates. Pustules form, and the flesh necrotizes, some sloughing off in strips and patches, but the disease doesn't kill the giant. Accompanying exhilaration pushes the sick giant to greater violence and depravity.

The new flurry of mental activity impedes what little logic the giant had. This state makes the giant more arrogant. It believes no one can best it, physically or intellectually. Only death can convince the giant it's mistaken.

Disease Seekers. Putrid giants believe the Weeping Pox is a boon. They seek out those who have the pox or died from it. The giants consume infected flesh, believing doing so bolsters their power. No evidence supports this view, but reasoning with a healthy hill giant would be a challenge.

Putrid giants kill and eat most other creatures. But their laziness competes with their depravity. A putrid giant might attract a following of morbus kobolds, who see the giant as a living representative of the Filth Grazer. This misbegotten clan serves the giant as further spreaders of its ailment, and the giant allows this service, likely eating only enough kobolds to keep the others servile.

Salvage

A putrid giant is such a haven for the Weeping Pox that its gear and trinkets pose risk of exposure to the disease. It's best to burn the body and flee the area the giant inhabited with care and haste. However, the possessions of those the giant killed are scattered about its lair.

A successful DC 20 Wisdom (Medicine) check allows one to carefully remove the brain of a putrid giant. This brain, if treated with 200 gp worth of magical components, can be turned into a meal for 4 people. For 8 hours after eating the brain, a creature gains 4d6 temporary hit points.

Lore

DC 10 Intelligence (Nature): A putrid giant looks like it's undead, but it's still living and under the strange power of the Weeping Pox. Contact with the giant can infect other creatures, as can touching objects the giant has recently handled.

GM Advice: The strange effect the Weeping Pox has on hill giants might mutate them even further, including giving them a high enough Intelligence to allow them to start casting spells and reasoning much better than normal. Imagine a hill giant chieftain who figures this out: they would seek out the Weeping Pox for all of their followers!

Putrid Giant

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	5 (–3)	9 (–1)	5 (–3)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Giant Brute. A melee or thrown weapon deals one extra die of its damage when the putrid giant hits with it (included in the attacks).

Pox Euphoria. With its ability checks other than Intelligence checks and saving throws other than Constitution saves, the putrid giant rolls 1d4 and adds the number rolled to the result.

Weeping Pox. A humanoid that comes within 5 feet of the putrid giant or anything it has recently held must succeed on a DC 15 Constitution saving throw or contract Weeping Pox. If a humanoid succeeds on the saving throw, it's immune to the disease for 24 hours. A humanoid infected with the disease must repeat the saving throw every 24 hours, increasing its exhaustion level by one on a failure. This exhaustion can't be reduced until the disease is cured. The disease can be cured only with magic.

Until the first level of exhaustion sets in, however, the humanoid has sharpened senses and a sense of wellbeing. Whenever this humanoid makes an ability check or saving throw against anything other than the disease, they can roll a d4 and add the number rolled to the ability check or saving throw. A slight fever and overexcitement are the only signs this condition comes from Weeping Pox.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage and Weeping Pox.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage and Weeping Pox.

Quake Drake

"Sometimes I still feel the rumble, always right before I fall asleep."

Protective Breed. Ancient arcanists once bred dragon-like creatures to protect their isolated homes. As often happens when arcanists interfere with the natural world, these drakes turned on their masters, destroyed their homes, stole their treasures, and buried themselves beneath the earth.

Affinity for the Earth. These drakes, suffused with the magic from their creators, found that they could hold sway over the tremors and power of the very mountains in which they took residence. When an unexpected tremor moves the ground, people of mountain villages say that two quake drakes are either warring or mating.

Salvage

The quake drake has a thick hide of scales that can be worked into *quakescale armor* (see Chapter 4). A proficient armorer can spend 30 hours and 300 gp of components to make this armor, and then must succeed on a DC 15 Intelligence (Nature) check.

Additionally, a quake drake has a 50% chance of having a particular precious metal or gem resting in its belly. Any coin amount represents an approximate value, since the metal is now compressed into a ball:

Hoard (roll 2d6)

2	Adamantine (5000 gp)
3	Diamonds (3000 gp)
4	Platinum (1500 gp)
5	Silver (500 gp)
6	Quartz (250 gp)
7	Copper (100 gp)
8	Ruby (250 gp)
9	Electrum (750 gp)
10	Gold (1000 gp)
11	Mithril (2000 gp)
12	Vault Room Key

Lore

DC 10 Intelligence (History): Quake drakes are the bane of precious metal or gem mines, or caravans carrying such things. More than one mine has been obliterated and collapsed by a quake drake.

DC 15 Intelligence (Nature): Be wary of collections of sand or rock spheres you find, that's from a quake drake belly.

DC 20 Intelligence (Arcana): The quake drake is suffused with magic that shakes the earth and can stun a person with its tail attack.

Quake Drake

Large dragon, neutral

Armor Class 16 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	14 (+2)	6 (-2)

Skills Athletics +8, Perception +6, Stealth +6
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages understands Draconic but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Tremor Aura. As a bonus action, the quake drake can activate an aura that shakes the earth within 20 feet of itself. A creature in the aura standing on the ground at the start of its turn must succeed on a DC 16 Dexterity saving throw or fall prone. Quake drakes are immune to this affect.

Charging Furrow. If the quake drake burrows at least 10 feet in a straight line toward a target and hits with a bite attack, the attack does an extra 14 (4d6) thunder damage. The target is caught in rubble in their current location and considered restrained until it uses as action to succeed on a DC 16 Strength (Athletics) check to free itself.

Actions

Multiattack. The quake drake makes one bite and one tail attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the quake drake's next turn.

GM Advice: A single or pair of quake drakes would make a significant challenge for a lower-level party trying to remove the beasts from an old mine that they're using as a lair. Not only are the creatures themselves a threat, but the very setting itself could prove dangerous. Imagine dealing with the drakes and some other creatures dwelling in the area, while at the same time having to use skills in nature, engineering, and other fields to keep the entire place from crashing down on their heads.

The key to making such an adventure tense and fun while still being manageable and fair is to ramp up the tension first. As the characters move into the lair, describe some cave-ins and rumblings. Then have the characters experience a slightly dangerous passage where Perception and Investigation checks can avoid the damage. At the end, and maybe even during a battle, the characters must reinforce supports or rock formations that are the only things holding up the ceiling.

Quiet One

"When you can't hear anything, you've heard them coming."

Horrifying Appearance. A quiet one is horrifying to behold. They are vaguely humanoid with grey pebbled skin, a large ovoid head, sharp claws, and a massive, fanged maw.

Silent Hunters. Quiet ones always generate an aura of absolute silence.

Feed On Fear. Quiet ones eat fear and seek to panic their victims as much as possible before killing them.

Salvage

The brain of a quiet one can be made into a meal for three people with a successful DC 10 Intelligence check by someone proficient with cook's utensils. Consuming the brain within 24 hours of the quiet one's death gives the eater advantage on saving throws against effects that cause the frightened condition for 1 week. Crafting this meal takes 2 hours and costs 20 gp.

Lore

DC 10 Intelligence (History): Quiet ones are so named for the constant aura of silence they generate.

DC 15 Intelligence (Arcana): A quiet one is immune to psychic and thunder damage.

DC 20 Intelligence (Arcana): Quiet ones feed on fear and gain temporary hit points from those with the frightened condition.

Quiet One

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	17 (+3)

Damage Immunities psychic, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech; telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Innate Spellcasting. The quiet one's innate spellcasting ability is Charisma (spell save DC 14). The quiet one can innately cast the following spells, requiring no components:
3/day: *fear*

Silent. A quiet one generates a permanent 20-ft. radius aura with the same effect as a *silence* spell. It does not require concentration and if dispelled, the quiet one can renew it with a bonus action.

Actions

Multiattack. The quiet can makes two attacks with its claw and one attack with its bite.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage and 9 (2d8) psychic damage.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3)) piercing damage and 13 (3d8) psychic damage. If the target suffers from the frightened condition, the attack does an additional 9 (2d8) psychic damage and the quiet one gains temporary hit points equal to the extra psychic damage dealt.

Quoxxarie

"Four rush out, their stable opened.
Their steps spawn screams, their chains have broken.
Wounded wails and bloody fields.
White for sickness, red for vying.
Empty tables and sundered shields.
Black for hunger, gray for dying.
Note this doom we've spoken.
Dread rams arise. They have awoken."

Guts and Glory. A quoxxarie resembles a large ram stripped of parts of its skin with its innards exposed. It looks more like a gutted carcass than a living being. Mortals hesitate when they see a quoxxarie's impossible form. The quoxxarie doesn't. It charges its foes as they stand staring.

Infernal Vanguard. . Quoxxaries are mighty fiends, wrath incarnate, that fight at the vanguard of infernal armies. Some believe a quoxxarie is so bloodthirsty that only death can bring it peace. Fury is part of the creature's body. When unable to fight, a quoxxarie paces in anticipation of combat.

Only another mighty fiend can control a quoxxarie, but risking a quoxxarie offers such a fiend a valuable soldier. An army with multiple quoxxaries is a powerful one. If their commander provides them with enough battles, the quoxxaries serve without much problem, and their fearsome reputation can keep enemies and rivals at bay.

Fourfold Destruction. Legend says that all four types of quoxxaries—red, black, white, and gray—brought together make an inexorable force that can lead to world-wide destruction. Most scholars consider this belief to be hyperbole. It's true that quoxxaries of varied colors fighting alongside one another make for a deadly group, especially with their combined auras. The myth likely arises from how rare it is to see multiple quoxxaries together. Without enemies to fight, quoxxaries of differing colors turn on each other, making the likelihood of seeing four different ones together all the less likely.

The four colors indicate unique traits. Red or izil quoxxaries are most common. The creature resembles a bloody carcass trailing gore, and its lust for battle is infectious. Black or ara quoxxaries are the smallest of these fiends, with the appearance of a burnt corpse. These quoxxaries weaken enemies and pollute the ground they walk on. White or oko quoxxaries resemble a pale, disease-ridden corpse, with a pestilential cloud hanging around it. The creatures appear weak, prone to stumbling and coughing, but they are as supernaturally sickening as their appearance suggests. Gray or boza quoxxaries are the rarest and most powerful, and they are also the most patient and circumspect in battle. A gray quoxxarie is skeletal, its ashy skin stretched tight over the bones, its desiccated organs giving off dust. This fiend brings pain and death with it, causing wounds to fester and refuse to heal. A gray quoxxarie prefers foes that are close to death.

Red Quoxxarie

Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	5 (–3)	12 (+1)	7 (–2)

Saving Throws Int +0, Wis +4, Cha +1
Skills Acrobatics +5, Athletics +7
Damage Immunities poison
Damage Resistances cold, fire, lightning
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aggressive. As a bonus action, the red quoxxarie can move up to its speed toward a hostile creature that it can see.

Aura of Wrath. Provided the red quoxxarie isn't incapacitated, any creature (including another red quoxxarie) that starts its turn within 30 feet of one or more red quoxxaries can grant itself advantage on attack rolls until the start of its next turn. Attack rolls against the creature also have advantage until then. If the creature is hostile to the quoxxarie and uses this aura, the creature also has disadvantage on Intelligence, Wisdom, and Charisma checks until the start of its next turn.

Charge. If the red quoxxarie moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Magic Resistance. The red quoxxarie has advantage on saving throws against spells and other magical effects.

Slippery. The red quoxxarie has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The red quoxxarie makes one ram attack and one attack with its hooves.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Reactions

Get the Horns. If the red quoxxarie takes 25 or more damage from one creature out of the quoxxarie's reach, the quoxxarie can take the Disengage action and move up to half its speed toward that creature. If the creature is then within reach, the quoxxarie can make a ram attack against it with advantage on the attack roll.

Black Quoxxarie

Medium fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	7 (–2)	12 (+1)	7 (–2)

Saving Throws Int +1, Wis +4, Cha +1
Skills Acrobatics +6, Athletics +6
Damage Immunities poison
Damage Resistances cold, fire, lightning
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Withering. Provided the black quoxxarie isn't incapacitated, any creature hostile to the quoxxarie within 30 feet of one or more black quoxxaries withers. If the creature takes damage, it takes an extra 3 (1d6) necrotic damage. Plant creatures take an extra 5 (2d4) necrotic damage instead. The first time an affected creature takes damage in the aura while at half its hit points or fewer, the creature feels horrid thirst and hunger and gains one level of exhaustion. If such a creature drops to 0 hit points in the aura, it gains another level of exhaustion. A creature can gain only two levels of exhaustion from any Aura of Withering in 24 hours. This aura also kills tiny inanimate, nonmagical plants in its area and damages larger plants, eventually killing them.

Charge. If the black quoxxarie moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone.

Magic Resistance. The black quoxxarie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The black quoxxarie makes one ram attack and one attack with its hooves.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Reactions

Get the Horns. If the black quoxxarie takes 20 or more damage from one creature out of the quoxxarie's reach, the quoxxarie can take the Disengage action and move up to half its speed toward that creature. If the creature is then within reach, the quoxxarie can make a ram attack against it with advantage on the attack roll.

White Quoxxarie

Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	7 (–2)	12 (+1)	5 (–3)

Saving Throws Int +1, Wis +4, Cha +0
Skills Acrobatics +5, Athletics +6
Damage Immunities poison
Damage Resistances cold, fire, lightning
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Sickness. Provided the white quoxxarie isn't incapacitated, any creature hostile to the quoxxarie that starts its turn within 30 feet of one or more white quoxxaries must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn.

Charge. If the white quoxxarie moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone.

Disease Carrier. The white quoxxaries is immune to the effects of diseases, but it can carry and spread them.

Magic Resistance. The white quoxxarie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The white quoxxarie makes one ram attack and one attack with its hooves.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage and 7 (2d6) poison damage.

Reactions

Get the Horns. If the white quoxxarie takes 25 or more damage from one creature out of the quoxxarie's reach, the quoxxarie can take the Disengage action and move up to half its speed toward that creature. If the creature is then within reach, the quoxxarie can make a ram attack against it with advantage on the attack roll.

Salvage

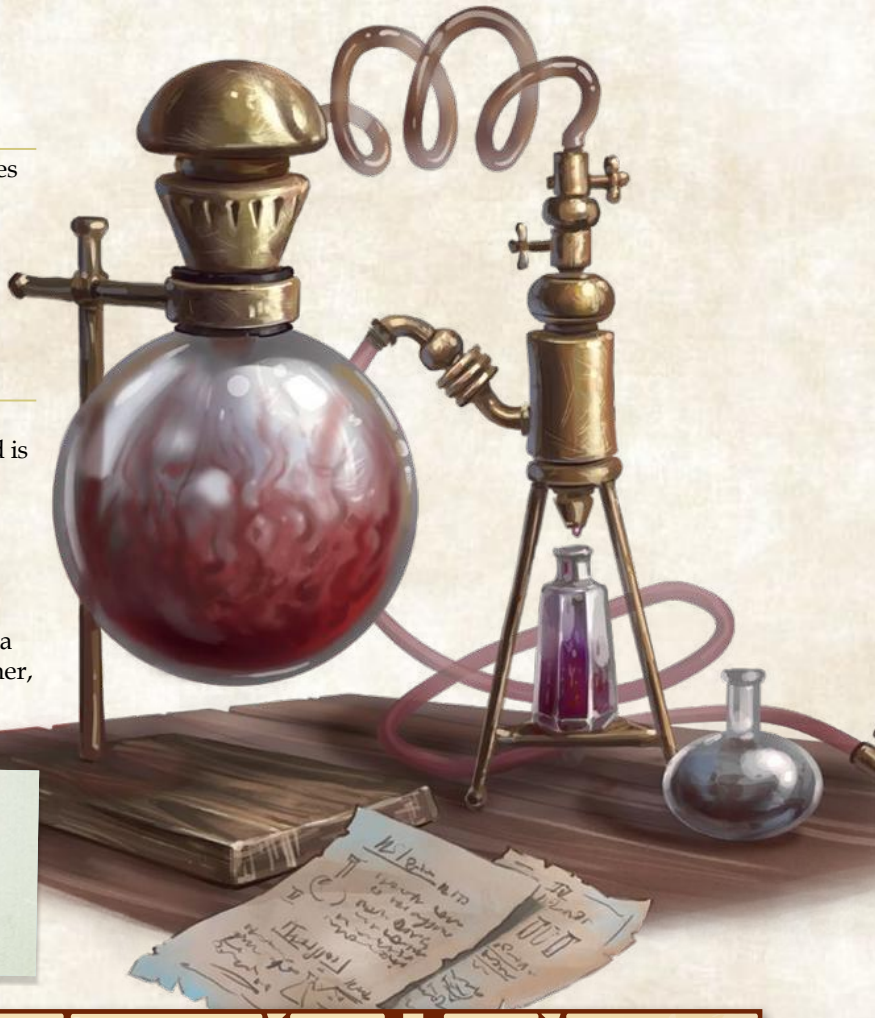
Someone who has proficiency with alchemist's supplies can brew and refine the blood of one quoxxarie with reagents worth 100 gp to make a *potion of relentlessness* (see chapter 4). The process takes 8 hours, and the alchemist must succeed on a DC 15 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (History): The four kinds of quoxxarie are distinguished by their different colors. Red is the most common, while gray is the deadliest and rarest.

DC 15 Intelligence (Nature): Quoxxaries are aggressive, fast, and ruthless. They respond to attacks with crushing blows and are impossible to poison.

DC 20 Intelligence (Arcana): Four quoxxaries of differing colors fighting alongside one another makes a deadly combination. Their auras complement each other, spelling big trouble for the quoxxaries' enemies.



GM Advice: Overlapping auras of quoxxaries can be both powerful and difficult to keep track of, potentially slowing combat. Use them with care. On the other hand, a powerful party that might be difficult to challenge in combats should find multiple quoxxaries can be part of a very tough fight.

Gray Quoxxarie

Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	8 (–1)	13 (+1)	8 (–1)

Saving Throws Int +2, Wis +4, Cha +2
Skills Acrobatics +6, Athletics +7
Damage Immunities necrotic, poison
Damage Resistances cold, fire, lightning
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Death. Provided the gray quoxxarie isn't incapacitated, any creature hostile to the quoxxarie that starts its turn within 30 feet of one or more gray quoxxaries has disadvantage on death saving throws. Halve the hit points creatures regain if they are hostile to the quoxxarie and in one or more quoxxarie Aura of Death.

Bloody Eye. The gray quoxxarie and other fiends within 120 feet of it know the current hit points of creatures within 120 feet of one or more gray quoxxaries. The gray quoxxarie has advantage on attack rolls against any creature that has half its hit points or fewer.

Charge. If the gray quoxxarie moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or fall prone.

Magic Resistance. The gray quoxxarie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The gray quoxxarie makes one ram attack and one attack with its hooves.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Reactions

Get the Horns. If the gray quoxxarie takes 25 or more damage from one creature out of the quoxxarie's reach, the quoxxarie can take the Disengage action and move up to half its speed toward that creature. If the creature is then within reach, the quoxxarie can make a ram attack against it with advantage on the attack roll.

Rabenhex

"Sing a song of rabenhex,
A hanging garlic braid,
Three and ten years bad luck
For those who never prayed."
– Nursery Rhyme

Bird of Ill Omen. A rabenhex haunts the woods where witches are said to dwell. This ravenlike bird has black feathers tinged with flecks of red. Its beak and talons are also red, making it look bloody.

Magical Gift. Many believe killing a rabenhex brings bad luck, but much the opposite is true. Rarely, a rabenhex bears one golden feather. This enchanted feather is said to remove curses.

Salvage

A rabenhex has a 10 percent chance of having an *enchanted feather* (see chapter 4) growing from its body.

Lore

DC 10 Intelligence (Nature): A rabenhex is swift in flight and doesn't provoke opportunity attacks.

DC 15 Intelligence (Arcana): A rabenhex can curse a creature within 60 feet of it. This curse makes it harder to hit the rabenhex or hags it might serve

Rabenhex

Small monstrosity, unaligned

Armor Class 12
Hit Points 10 (3d6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	10 (+0)	3 (–4)	13 (+1)	9 (–1)

Skills Perception +3, Stealth +4
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Flyby. The rabenhex doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Hex (Recharges when the Hex Ends). As a bonus action, the rabenhex places a curse on a creature it can see within 60 feet of it. The target has disadvantage on attack rolls against rabenhexes or hags. The curse lasts for 1 minute; until the target drops to 0 hit points; or until the rabenhex attacks a different creature, becomes incapacitated, or dies. If the rabenhex is hidden, using this trait doesn't reveal its location.

Keen Hearing and Sight. The rabenhex has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage and, if the target is cursed by any rabenhex's Hex, 3 (1d6) necrotic damage.

Raven of Ill Omen

"Ravens can be a sign of bad tidings, but their monarchs bring mischief and upheaval."

Raven "Rulers." Ravens of ill omen are larger than normal ravens. A plume of feathers, red and white, and alabaster eyes set it further apart from its kin. These regal ravens also have magical influence over fortune. This prescience causes misfortune for the raven's enemies and good luck for fellow corvids.

Ravens are harbingers of misfortune. A raven of ill omen is the embodiment of this belief. When one appears, battlefield deaths increase, pestilence spreads quickly, and misery abounds.

Cunning Deceivers. Contrary to popular superstition, ravens of ill omen aren't beasts. These mischievous creatures are fey who actively spread misfortune. They influence ravens and sometimes ally with other fey, drawing unwitting creatures into traps and nasty schemes through mimicry and other tricks.

Salvage

Many people believe the crown feather of the raven of ill omen bestows good fortune, while others insist the opposite is true. Someone can sit with such a feather for 1 hour and attempt to attune to it, making a DC 10 Charisma check. On a success, the feather acts as a *stone of good luck*. On a failure, the feather seems to be a *stone of good luck*, but the GM secretly subtracts 2 from ability checks and saving throws after the player adds the "luckstone's" +1. The ill-fortune feather is cursed. Until the curse is removed, the attuned user can't discard it. The good-fortune feather crumbles to dust if the user rolls a 1 on a death saving throw. The ill-fortune feather crumbles, ending the curse, if the user rolls a 20 on a death saving throw.

Lore

DC 10 Intelligence (History): The raven of ill omen is a creature that can speak and mimic sounds and voices. Those the raven deems enemies might quickly find that luck has abandoned them.

DC 15 Intelligence (Arcana): This raven is no beast, but rather a devious fey keen to bestow misfortune on mortals.

Raven of Ill Omen

Small fey, chaotic neutral

Armor Class 12
Hit Points 21 (6d6)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Deception +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan and one other language
Challenge 1 (200 XP) **Proficiency Bonus** +2

Affect Fortunes. As a bonus action, the raven of ill omen can select up to six other creatures it can see within 60 feet of it. The raven assigns each creature a bane or boon for 1 minute, until the raven dies, or until it uses this trait again. A creature given a bane must make a DC 12 Charisma saving throw. On a failure, when the creature makes an ability check or a saving throw while the bane lasts, the creature must roll a d4 and subtract the number rolled from the result. When a target given a boon makes an ability check or a saving throw while the boon lasts, the target can roll a d4 and add the number rolled to the result. These effects don't stack with similar ones, such as the *bane* and *bless* spells.

Baneful Attack. The raven of ill omen has advantage on attack rolls against any creature with a bane from Affect Fortunes.

Flyby. The raven of ill omen doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The raven of ill omen can mimic voices and other sounds it has heard. A creature that hears the mimicked sounds can tell they are an imitation with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The raven of ill omen attacks once with its beak and once with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Red Hag

"Those three ladies who own the new tavern are so friendly! It's become my favorite drinking spot."

Hag Schism. Long ago, folk believed a few hags were kind, that most hags bared their fangs, but others lent a hand. This inspired the notion that some hags could blend into mortal society. In truth, the "nice" hags learned to catch more flies with honey—a little kindness goes a long way when deceiving mortals.

A schism formed among hags. A majority of hags saw those who pretended to be kind as an anathema. Covens convened to perform one of the most unholy curses hags ever produced. This curse set a hag who transgressed apart and made her mortal, marking her in scarlet: a red hag.

Unchanging Form. A red hag can't change her form. She knows no magic to disguise herself. She must get along in her natural form, that of a middle-aged human. Unable to trick mortals using deceptive magic, they instead rely on more common deceptions and wit. Once a red hag feels she has pushed her luck in one settlement, risking revealing her true nature, she moves on to the next.

Life and Voice Thieves. A red hag subtly manipulates people to gain trust and friendship before preying on a target. To do so, the hag uses magic to charm the target, then to make the target forget it was charmed. Over time, the process makes a creature feel genuine fondness for the hag, or more.

The hag's touch saps the will to live and express, energizing the hag and extending her life. If a red hag all but kills a target with this draining, the creature can lose their voice to the hag forever. The hag can speak in the voices she has stolen.

Red Covens. As with other hags, red hags seek hag partners to form covens and increase their magic. Such covens usually involve only red hags, and they often create a situation or seek work that brings them into contact with mortals vulnerable to manipulation. Coven members can also perform a ritual that allows a coven member to take a mortal's body. The hag's curse makes even this "transformation" temporary, but the theft gives the red hag opportunities she lacks in her normal form. And a youthful body can further stave off the hag's mortal decline.

Red Hag Coven

Red hags form covens, although few other hags are willing to work with red hags, and so such a coven is usually of three red hags. Red hags are more cooperative than other hags, so their coven can function more cohesively and efficiently.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list. For casting these spells, each hag is a 10th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 11 + the hag's Intelligence modifier, and the spell attack bonus is 3 + her Intelligence modifier. The three hags share the indicated spell slots among them:

1st level (4 slots): *charm person, detect magic, identify*
2nd level (3 slots): *invisibility, misty step, suggestion*
3rd level (3 slots): *bestow curse, counterspell, nondetection*
4th level (3 slots): *arcane eye, charm monster*
5th level (2 slots): *mislead, scrying*

Steal Body. A red hag coven can allow one of its members to steal a humanoid's body. The target of this ritual must be a humanoid one of the hags cursed to be voiceless, and only the hag who stole that voice can take the body. The ritual requires the target to be incapacitated or restrained, and the red hag taking the body is paralyzed during the ritual, which takes 1 hour to complete.

Any magic that protects the target from possession prevents the ritual from succeeding. The target can also make a DC 14 Charisma saving throw, preventing the ritual's completion on a success. A successful save also means the target is immune to the effects of the ritual for 24 hours.

If the ritual works, the target's soul departs the body, the red hag's body dies, and her soul possesses the target's body. The hag has the target's Strength, Dexterity, and Constitution, but otherwise, she retains her statistics. The hag's new body has three levels of exhaustion when the ritual ends, and each level can be removed only by a long rest. Further, until this exhaustion ends, any effect that ends or prevents possession causes the new body to become paralyzed for the effect's duration as the hag's mental connection to the body breaks.

Once the exhaustion ends, the hag's soul and the new body unite. Over the course of three years and three days, the new body changes back into the hag's original form. The hag still gains the benefit of the body's age when she took possession of it.

Salvage

Red hags maintain readiness to flee their current living arrangements. They carry their most precious belongings with them. These objects are treasures that might have some malevolent emotional value to the hag, like a trophy. Red hags are willing to use this wealth to bargain with attackers or other beings.

Lore

DC 10 Intelligence (Arcana): A red hag is a mortal fey cursed to absorb life from people to avoid aging and dying. This kind of hag can drain a person's vigor to heal herself.

DC 15 Intelligence (Arcana): Red hags are subtle rather than mighty foes. Their enchantments are potent, and a red hag can make a victim forget they were charmed. These hags rarely attack directly when manipulation can work. And those the hag drains can lose their voices, which the hag keeps and uses.

DC 20 Intelligence (Arcana): Three red hags can form a coven that puts more magic at each member's disposal. A red hag coven can perform a ritual to steal the body of a mortal, sending that person's soul to the afterlife as the hag's soul possesses it. Red hags enact this ritual most often to stave off aging. The hag's curse causes her to slowly transform back into herself.

Red Hag

Medium fey, neutral evil

Armor Class 11
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	13 (+1)	11 (+0)	14 (+2)

Skills Arcana +3, Deception +4, Intimidation +4, Persuasion +4, Stealth +3
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan and two other languages
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Drain Vigor. If the hag deals a creature psychic damage, the creature must succeed on a DC 12 Charisma saving throw or its hit point maximum is reduced by an amount equal to the psychic damage taken. The hag regains hit points equal to that amount, gaining any excess as temporary hit points that last 24 hours. This reduction to a creature's hit point maximum lasts until the target finishes a long rest. The hag can't reduce a creature's hit point maximum to 0, but if a creature with a hit point maximum of 1 due to this trait drops to 0 hit points, it becomes stable. When the humanoid recovers from this condition, they are permanently cursed to be unable to speak. A *remove curse* or similar magic restores a creature's voice.

Immutable Seeming. No effect can change the hag's form, and an illusion can disguise her only if the illusion makes her invisible.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:
At will: *dancing lights, minor illusion, vicious mockery* (5th level, see *Drain Vigor*)
2/day: *charm person*

Stolen Voices. The hag can perfectly mimic the voice of anyone cursed by her to lose their voice.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage and 2 (1d4) psychic damage.

Touch. *Melee Spell Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) psychic damage, and the target can't take reactions until the end of the hag's next turn.

Charming Banter (Recharges after a Short or Long Rest). A creature under the hag's magical mental influence (such as charmed by her) and able to hear her must make a DC 12 Charisma saving throw. On a failed save, when the hag's mental influence ends, the target forgets magic was used to influence it.

Elder Red Hag

Medium fey, neutral evil

Armor Class 12
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Skills Arcana +4, Deception +5, Intimidation +5, Persuasion +5, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan and two other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Drain Vigor. If the hag deals a creature psychic damage, the creature must succeed on a DC 13 Charisma saving throw or its hit point maximum is reduced by an amount equal to the psychic damage taken. The hag regains hit points equal to that amount, gaining any excess as temporary hit points that last 24 hours. This reduction to a creature's hit point maximum lasts until the target finishes a long rest. The hag can't reduce a creature's hit point maximum to 0, but if a creature with a hit point maximum of 1 due to this trait drops to 0 hit points, it becomes stable. When the humanoid recovers from this condition, they are permanently cursed to be unable to speak. A *remove curse* or similar magic restores a creature's voice.

Immutable Seeming. No effect can change the hag's form, and an illusion can disguise her only if the illusion makes her invisible.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:
At will: *dancing lights, minor illusion, vicious mockery* (11th level, see Drain Vigor)
3/day: *charm person, suggestion*

Stolen Voices. The hag can perfectly mimic the voice of anyone cursed by her to lose their voice.

Actions

Multiattack. The hag makes two attacks, or she casts *vicious mockery* and makes one attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage and 5 (2d4) psychic damage.

Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (3d4) psychic damage, and the target can't take reactions until the end of the hag's next turn.

Charming Banter (Recharges after a Short or Long Rest). A creature under the hag's magical mental influence (such as charmed by her) and able to hear her must make a DC 13 Charisma saving throw. On a failed save, when the hag's mental influence ends, the target forgets magic was used to influence it.

Remorseful Storm

"If you venture into the Unterland province and hear a sound that's a terrible cacophony of thunder and wailing – RUN."

A Storm Unleashed. This storm giant took up Maligant's call to arms during the war between the Four Divines. Once part of a celestial host, it's now a lost veteran and skilled holy warrior who hunts down fiends and anyone who gets in its path. People who've seen it call it the "Remorseful Storm."

Depraved Paladin. Driven by a strict adherence to its own unmoored sense of morality, it tracks down and faces its rivals at any cost. It wanders the Unterland province, seeking to find and destroy followers of Tormach. And often it believes everyone follows Tormach.

Rampages of Regret. The Remorseful Storm's morals have become corrupted by its solitude as deeply as its sorrow has intensified. Its remorse for divine loss results in lashing out, while often apologizing as it does.

GM Advice: The Remorseful Storm might gain followers who share its mania for chasing down supposed evil-doers. It might provide a benefit similar to its Relentless Zeal to them, giving the characters a hint at what they might face later.

Salvage

Someone who collects the tears of the Remorseful Storm can drink the liquid, which acts as a *potion of lightning resistance*.

With a successful DC 15 Intelligence (Arcana) check, a proficient alchemist can spend 8 hours and use 100 gp of components to create a *grenade of remorse* (see Chapter 4).

Lore

DC 10 Intelligence (History): The Remorseful Storm seeks to battle fiends and is reluctant to believe that anything it encounters isn't complicit with them.

DC 15 Intelligence (Nature): Due to its storm giant nature, the Remorseful Storm is immune to lightning and thunder, and resistant to cold.

DC 20 Intelligence (Arcana): Remorseful Storm cannot be killed as long as it is still landing blows on its enemy.

Remorseful Storm

Huge giant, chaotic neutral

Armor Class 18 (plate)
Hit Points 189 (14d12 + 98)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	25 (+7)	15 (+2)	18 (+4)	18 (+4)

Saving throws Con +12, Wis +9, Cha +9
Skills Athletics +14, History +7, Insight +9, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Celestial, Giant, three other languages
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Adamant Panoply. Any critical hit against the Remorseful Storm becomes a normal hit.

Amphibious. The Remorseful Storm can breathe air and water.

Fulminous Arms. The Remorseful Storm's weapon attacks are magical. When the Remorseful Rtorm hits with a weapon attack it deals an extra 18 (4d8) lightning damage.

Innate Spellcasting. The Remorseful Storm's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *feather fall*, *levitate*, *light*, *protection from evil and good*.
3/day each: *branding smite*, *control weather*, *water breathing*
1/day each: *holy aura*

Relentless Zeal. When the Remorseful Storm is reduced to 0 hit points but not killed, it does not fall unconscious and it cannot die. Instead, it is filled with an enduring radiance that allows it to keep fighting with the following benefits until the end of its next turn:

- The Remorseful Storm sheds bright light in a 30-foot radius.
- At the start of each of the remorseful storm's turns, each creature within 5 feet of it takes 9 (2d8) radiant damage. A creature that touches the Remorseful Storm or hit it with a melee attack while within 5 feet of it takes 9 (2d8) radiant damage.
- The Remorseful Storm has advantage on melee weapon attacks.

At the end of its turn if the Remorseful Storm failed to damage an enemy with a melee weapon attack on its turn, it dies. If it hit a creature with a melee attack, the Remorseful Storm has 1 hit point.

Actions

Multiattack. The Remorseful Storm makes two greataxe attacks.

Greataxe. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 35 (4d12 + 9) slashing damage plus 18 (4d8) lightning damage.

Lightning Strike (Recharge 5–6). The Remorseful Storm hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage and becoming stunned until the end of its next turn on a failed save, or half as much damage and no stunning on a successful one.

Reactions

Retaliate. When the Remorseful Storm takes damage from a creature within 10 feet of it, it can make a melee weapon attack against that creature.

Restless Lumberer

"Huge thumps from across the street woke me. All night long, I swear. Next day, I go to say something to the noisy thumpers. Everyone there was dead, and strange arcane marks covered the walls."

Dream Protectors. Lanky, long-limbed, and stooped, a restless lumberer is a giant scarred by contact with the Aetheric Kindred. Restless lumberers once cast their slumbering minds abroad into the far reaches of the multiverse, communing with cosmic beings in somnolent bliss. This left them vulnerable to the nightmares of the Kindred as they waged war on the gods of Etharis, which shattered the minds of the restless lumberers.

Having seen cosmic horrors firsthand, some restless lumberers seeks to thwart the Kindred's influence by denying them the dreams of mortals. Other restless lumberers work to restore the Kindred, seeing resistance to their immense power as pointless. They collect strange sleepers for this purpose.

Literal Sleepers. The most infamous restless lumberer dwelt in the abandoned vaults of Stehlenwald in the Rauland province of the Bürach Empire. Other cities house restless lumberers, but they largely keep to themselves. The different factions are, however, known to fight each other, causing minor earthquakes and sinkholes. They lair in old cellars, bricked-up vaults, and derelict tunnels, often burying themselves in sleepless hibernation, contemplating the collections of strange objects and items of eldritch significance taken from dreamers' homes that predict when the Kindred's dreams seep into the nightmares of mortal sleepers.

No Sleep for the Dreamers. Lumberers who fight against the Kindred keep dreamers awake by rattling foundations, knocking on walls, or shouting to prevent them from sleeping until the dreams pass. They may kidnap sleeping people out of their beds, taking them to their lair. Restless lumberer devotees of M'rorcameleth are particularly fond of people with peculiar or mystical dreams.

Salvage

A restless lumberer's lair is home to its collection of arcane curios and eldritch paraphernalia and might contain any number of spell components, spell foci, or magic scrolls.

The brain of a restless lumberer has been molded and washed over by countless waves of psychic energy from the Aetheric Kindred. A proficient jeweler can take the powdered brain of a restless lumberer and combine it with 1000 gp of components to create a *ring of nightmares* (see Chapter 4). This requires 5 days of work and a successful DC 20 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (History): Local sightings report hearing houses groaning and rattling and feeling the ground thump with an irregular beat.

Restless Lumberer

Huge giant, lawful neutral or chaotic evil

Armor Class 16 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 50 ft., climb 50 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	22 (+6)	15 (+2)	13 (+1)	10 (+0)

Saving Throws Dex +8, Con +11, Int +7
Skills Arcana + 7, Athletics +12, Perception +6, Stealth +8
Damage Resistances acid, cold
Condition Immunities frightened, sleep, unconscious
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 16
Languages Giant, two other languages
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Contortionist. As a bonus action, the restless lumberer can contort its body to allow it to squeeze through a tight space (up to a foot in diameter) without needing to spend extra movement and does not have disadvantage on attack rolls or Dexterity saving throws.

Hold Breath. The restless lumberer can hold its breath indefinitely while conscious.

Lurker's Patience. The restless lumberer has advantage on any Dexterity (Stealth) checks it makes when not moving.

Vice Grip. Any creature grappled by the restless lumberer is also restrained.

Actions

Multiattack. The restless lumberer makes three grab or slam attacks.

Slam. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit*: 23 (3d10 + 7) bludgeoning damage.

Grab. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit*: 18 (2d10+7) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 22). The lumberer can grab up to two creatures and cannot use a slam attack with a hand that it is using to grab.

Reactions

Escape. When the restless lumberer becomes grappled or restrained, it may use its reaction to attempt to escape and end the grappled or restrained condition.

DC 15 Intelligence (History): The merchants league found their secure vault empty recently, including their collection of ancient temple scrolls. The entire floor was gone and a gaping tunnel leading deep into the undercity left in its place.

DC 20 Intelligence (Arcana): Legend says the lumberer was once a dream-walking giant who witnessed a gods' death and now lurks in forgotten vaults beneath the city collecting interesting dreamers.

Resurrection Horror

"Sometimes it's better to stay dead. Something always tries to balance the scales."

Price to Be Paid. A resurrection horror is spawned the midnight after a creature who died on unhallowed ground is returned to life. The horror seeks to return the resurrected creature to death.

Swath of Destruction. Resurrection horrors unerringly move toward the resurrected creature, no matter how far away they may be, killing anything that tries to interfere.

Spawned of the Grave. Resurrection horrors are massive undead built of the bones of many bodies and the unhallowed dirt the returned creature died upon.

Salvage

The grave dirt of a resurrection horror can be refined to create a pouch of dirt that when sprinkled as an action works as a *scroll of protection from necrotic energy* and *protection from good and evil* with a 30-minute duration. The process requires a successful DC 20 Intelligence (Arcana) check by someone proficient in the Religion skill who works for 8 hours and uses 300 gp worth of additional components.

Resurrection Horror

Huge undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	16 (+3)	6 (–2)	11 (+0)	9 (–1)

Saving Throws Str +13, Dex +7, Con +8, Wis +5
Skills Athletics +13, Perception +5
Damage Resistances cold, necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 15
Languages –
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Regeneration. The horror regains 15 hit points at the start of its turn. If the horror takes fire or radiant damage, this trait doesn't function at the start of the horror's next turn. The horror's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Turn Resistance. The horror has advantage on saving throws against any effect that turns undead.

Unerring Direction. The horror knows the distance to and direction of the creature whose return to life spawned it, even if the creature and the horror are on different planes of existence. If the creature being tracked by the horror dies, the horror dies.

Actions

Multiattack. The horror makes three slam attacks.

Slam. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 27 (3d12 + 8) bludgeoning damage.

Bone Storm. The horror can release a 40-foot cone of bone fragments and grave dirt, doing 21 (6d6) piercing damage and 21 (6d6) necrotic damage and giving all creatures in the cone the bleeding condition (see *Grim Hollow Campaign Guide* pg. 28) until they take a long rest. A successful DC 18 Dexterity saving halves the damage and negates the bleeding condition.

Lore

DC 10 Intelligence (History): Resurrection horrors appear when someone who died on unhallowed ground is later magically returned to life. The horror hunts down and attempts to kill the being returned to life.

DC 15 Intelligence (Arcana): Resurrection horrors are resistant to cold, necrotic, and psychic damage, and immune to poison.

DC 20 Intelligence (Religion): Resurrection horrors can unleash a blast of bone shards and dirt that does piercing and necrotic damaged and causes those damage by it to bleed uncontrollably.

Returned

"Those taken by the fey come back changed. Rarely for the better."

Escaped Fey Captives. Powerful fey abduct mortals, dragging them into the fey realm to serve as entertainers, servants, or adopted family. Most mortals taken this way are never heard from again, but a rare few manage to escape the clutches of their fairy kidnappers and find their way back. These changed people, the returned, come back to a life that has moved on without them.

The returned cope with their trauma in many ways. Some wage a personal war against the fey, while others struggle to take back the life stolen from them. In either case, the returned passionately pursue their goals and recruit others to help.

Irreversible Changes. Mortals who spend extensive time in the fey realms change irreversibly. The most obvious signs are physical or cosmetic, such as iridescent irises or footsteps that sound like distant thunder, but the alterations run deeper. Magic of the fey realms seeps into the soul of a returned, whether they want it or not. Many returned enjoy these magical powers. Others limit their use of fey magic, afraid they might attract the attention of their abductors. A few turn their eldritch skills to revenge, including imparting a psychic resonance that allows weapons to harm the body and mind.

Mutable Form. The fear returned have about using magic has some foundation in fact. Each time a returned casts a spell, a cosmetic trait, such as eye color or the sound of the voice, changes randomly and permanently.

Salvage

The bones, hair, and sinew of a returned retain magic antithetical to the fey. Someone who has proficiency with leatherworker's tools or tinker's tools can spend 3 days working with these materials, along with reagents an alchemist recommends worth 250 gp. If the artisan succeeds on a DC 15 Intelligence (Arcana) check, they can build *dimensional shackles* that work only on the fey.

Lore

DC 10 Intelligence (Arcana): Those abducted by the fey and later escape back to the mortal world are known as the returned. Time in the fey realms makes such people prone to cosmetic changes and able to use fey magic.

DC 15 Intelligence (History): An old story tells of a prince who was stolen by the fey only to fight his way back to his kingdom. After his return, he went decades without cutting his hair. When he died an old king, his daughter cut his hair and used it to bind the fey who long ago kidnapped her father.

Returned Hunter

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	15 (+2)	13 (+1)

Skills Arcana +3, Deception +3, Investigation +3, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan and two other languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fey Touched. The returned hunter has advantage on saving throws against being charmed and frightened, and against magic that can impede its movement or put it to sleep.

Innate Spellcasting. The returned hunter's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *minor illusion*, *prestidigitation*

Spellcasting. The returned hunter is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). The returned hunter knows the following ranger spells:

1st level (4 slots): *charm person*, *cure wounds*, *detect magic*, *hunter's mark*, *speak with animals*
2nd level (3 slots): *misty step*, *pass without trace*, *silence*
3rd level (3 slots): *dispel magic*, *nondetection*

Vanish. The returned hunter can use a bonus action to take the Hide action.

Actions

Multiattack. The returned hunter makes three shortsword attacks or two longbow attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) psychic damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:*7 (1d8 + 3) piercing damage and 3 (1d6) psychic damage.

Rime Hungers

"You almost feel sorry for them. Freezing to death is a bad way to go, but they did something to cause their state. And they hunger for warm flesh. I think you get my point."

Rime-Covered Corpses. Rarely straying far from where they died and never willingly wandering into areas of warmth and sunlight, rime hungers are frost-covered, sickly blue corpses that haunt frozen regions in continuous search for victims.

Hungry Dead. Rime hungers devour all forms of living flesh but crave that of sapient creatures. It's believed their undead state is a curse brought on by cannibalism they engaged in to stave off their original demise.

Persistent Shamblers. While they are slow and will not follow their prey into warm lands, rime hungers track prey with the persistence of the dead while in colder lands.

Undead Nature. A rime hunger doesn't require air, food, drink, or sleep.

Salvage

Rime hungers sometimes carry the treasures they had in life. Some sages claim a rime hunger tongue dissolves in a *potion of cold resistance*, doubling the potion's duration. However, many alchemists consider this claim to be bunk.

Lore

DC 10 Intelligence (Arcana): A rime hunger is immune to cold and vulnerable to fire damage. It can't be poisoned.

DC 15 Intelligence (Religion): One should avoid the grasp of rime hungers. They can feed on the life and warmth of creatures they hold, which strengthens the rime hunger.

Rime Hunger

Medium undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (−1)	16 (+3)	3 (−4)	6 (−2)	5 (−3)

Saving Throws Wis +0
Damage Vulnerabilities fire
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fed Fortitude. For 1 minute after a rime hunger regains hit points, when damage reduces the rime hunger to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the rime hunger drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 12). A rime hunger can have only one creature grappled at a time.

Sapping Grasp. A creature grappled by the rime hunger must make a DC 13 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one. If the target fails, the rime hunger also regains hit points equal to half the damage the target took.

Rougaugh

Large aberration, unaligned

Armor Class 11 (natural armor)
Hit Points 175 (14d10 + 98)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	24 (+7)	3 (–4)	12 (+1)	1 (–5)

Skills Athletics +10, Survival +5
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages --
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Siege Monster. The rougaugh deals double damage to objects and structures.

Spiney Defense. A creature adjacent to the rougaugh that attacks it with a melee weapon act takes 5 (1d10) piercing damage, regardless of whether the attack hits or misses.

Actions

Multiattack. The rougaugh makes three attacks: one with its head butt and two with its spines.

Head Butt. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Spines. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Spine Splinter (Recharge 6). The rougaugh releases a torrent of spines from its body. Any creature within 30 feet of the rougaugh must succeed on a DC 16 Dexterity saving throw. A creature takes 27 (5d10) piercing damage on a failed save, or half as much damage on a successful one. Prone creatures have disadvantage on the saving throw.

Rougaugh

"The rage of remembering its lost life quivers in the very spines of the great beast, and the evil intelligence that shines in its eyes can freeze your soul."

Children of the Beast. Rougaugh are mutated creatures that fell prey to the transformative powers of the Beast. These aberrations were once humanoids, but as they lay dying at the feet of the Beast, they were reborn into something out of a nightmare. They took a quadrupedal form, and their ribcages grew into vicious spines emerging from their backs. Yet their heads and faces still have a resemblance to their old selves.

Beasts of Destruction. Rougaugh are created by the Beast for the sole purpose of destroying and pillaging heavily populated areas. Imbued with an unholy strength, rougaugh can use their head to batter down doors or their spines to tear flesh from bone. They do not eat their victims, as they lap up the blood to sustain themselves.

Filled with Rage. The intelligence that was once present within the rougaugh has been horribly twisted. With hatred and madness fueling its actions, a rougaugh destroys anything put before it, but it also knows when to retreat from a battle it cannot win, using tactics seemingly beyond such a bestial creature.

Salvage

The rougaugh's thick purple blood carries a powerful enhancement. Someone who gathers the blood from two rougaugh can create an *oil of sharpness* by a proficient alchemist who succeeds on a DC 15 Intelligence (Arcana) check. Crafting this item takes 16 hours and requires 400 gp of components.

Lore

DC 10 Intelligence (Nature): The spines of the rougaugh were what is left of its ribcage before its transformation, and these spines can be expelled with great force to damage foes.

DC 15 Intelligence (History): It is rumored that rougaugh were once humanoids who died in the presence of the Beast, and now they seek to destroy anything natural and beautiful in the world.

DC 20 Intelligence (Nature): The rougaugh has a natural defense in its spines, making attacking one in melee combat a dangerous proposition.

Runa Banasár

"Pull up a chair and hear the story of Runa Banasár. She proved that with enough willpower, you can overcome the cold of death as easily as the cold of the North."

Revered Leader. Runa Banasár was the leader of a northern tribe in time long forgotten. She lived for the thrill of the hunt, and her rare skills kept her clan fed for many years. Runa grew bored hunting wild game and left her home many times, exploring farther and farther to find bigger challenges. She returned home months or years later with the trophies from countless monsters and beasts.

Path to Undeath. During her travels, Runa learned the ritual to become a memori lich. She feared aging and death. To become immortal and avoid frailty, Runa was willing to do whatever was required. She eventually slaughtered her clan to become a lich and maintain that status. Runa still travels the world, looking for fierce enemies and souls to maintain her undeath.

Runa Banasár's Traits

Ideal. "I can conquer anything, including death."

Bond. "My strength has carried me from life to immortality. I'll meet any challenge."

Flaw. "I'm no coward. I'll never back down from a fight."

Salvage

Runa's prized possession is her +3 *handaxe*, which she calls *Coldrazor* (see chapter 4). From her wanderings, she also carries trinkets worth at least 10,000 gp whether in raw value or to collectors.

Runa Banasár

Medium undead, lawful evil

Armor Class 19 (shield)
Hit Points 285 (30d8 + 150)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +9, Con +12, Wis +10, Cha +10
Skills Arcana +8, Athletics +12, Intimidation +10, Perception +10
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Valikan
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Brute. A weapon deals two extra dice of its damage when Runa hits with it (included in her attack).

Immutable. No effect can alter Runa's form.

Legendary Resistance (3/Day). If Runa fails a saving throw, she can choose to succeed instead.

Rampage. When Runa reduces a creature to 0 hit points with a melee attack on her turn, she can take a bonus action to move up to half her speed and make a melee attack.

Rejuvenation. If destroyed while her memento skull remains intact, Runa gains a new body in 2d4 days, regaining all her hit points and becoming active again. Her new body appears within 5 feet of the memento skull.

Turn Resistance. Runa has advantage on saving throws against any effect that turns undead.

Unarmored Defense. When not wearing armor, Runa's Armor Class equals 10 + her Dexterity modifier + her Constitution modifier. She can use a shield while gaining this benefit.

Actions

Multiattack. Runa uses frightful presence and makes four attacks with *Coldrazor*. She can use wall of fire in place of one attacks.

Coldrazor, +3 Handaxe. *Melee or Ranged Weapon Attack:* +15 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage and 14 (4d6) cold damage. *Coldrazor* returns to Runa's hand immediately after it's thrown. When Runa scores a critical hit using *Coldrazor* to make a melee attack, the damage is 32 (7d6 + 8) slashing damage and 24 (8d6) cold damage.

Stunning Presence. Each creature of Runa's choice within 120 feet of and aware of her must succeed on a DC 18 Wisdom saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Runa's Stunning Presence for the next 24 hours.

Wall of Fire (Recharge 5–6). Runa creates a wall of fire on a solid surface within 120 feet of her. The wall can be up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts until the start of Runa's next turn. When the wall appears, each creature in its area must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. A creature takes 22 (5d8) fire damage when it enters the wall for the first time on a turn or ends its turn there.

Reactions

Retaliate. When Runa takes damage from a creature within 5 feet of her, she can make a melee weapon attack against that creature.

Legendary Actions

Runa can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. Runa regains spent legendary actions at the start of her turn.

Attack. Runa attacks with *Coldrazor*.

Move. Runa moves up to her speed.

Curse of Cowardice (Costs 2 Actions). Runa targets one stunned creature she can see within 30 feet of her. The target must succeed on a DC 18 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on saving throws and takes 10 (3d6) extra necrotic damage if hit with Runa's attacks using *Coldrazor*. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Siphon Vitality (Costs 3 Actions, Recharge 6). This action has no effect on undead or constructs, but plants have disadvantage on the saving throw. Each creature within 20 feet of Runa must make a DC 18 Constitution saving throw, taking 38 (6d12) necrotic damage on a failed save, or half as much damage on a successful one.

Lore

DC 15 Intelligence (History): Runa Banasár belonged to the Stál clan and was one of the most powerful warriors who ever walked the North. Her axe, *Coldrazor*, is almost as legendary as she is.

DC 20 Intelligence (History): Folklore says that, because of her cruel slaughtering of her kin, Runa sacrificed her shapechanging ability and instead channels death and fiery rage. In fact, her form is unchangeable.

Sand Giants

"At least if you die in a sandstorm, you don't end up spending your time in chains, serving the whims of wicked giants."

Wasteland Masters. Sand giants live in nomadic tribes, each ruled by a monarch and spiritual leaders dubbed callers. They scavenge materials from anything left in the desert, and they rob and hunt as they move from one oasis to the next. Sand giant raiders rarely kill creatures the giants can force to labor for the tribe. But death might be preferable to servitude in the wastelands.

Hearty Navigators. Born into the lands of shifting dunes, sandstorms, and unforgiving temperature extremes, sand giants have adapted to survive. They navigate with all their senses and rarely become lost.

Sand Giant

Huge giant, lawful evil

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +5, Wis +4
Skills Athletics +9, Perception +4, Survival +4
Senses passive Perception 14
Languages Giant and one other language
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Desert Hardened. The giant has advantage on saving throws against dehydration, thirst, and hunger, and it needs half as much food and water as a normal creature of its size. Also, the giant is adapted to extreme heat and cold.

Desert Stride. The giant ignores difficult terrain due to sand, rubble, or similar debris.

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy or sandstone terrain.

Actions

Multiattack. The giant makes two attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit*: 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or fall prone.

A lifetime of crossing shifting dunes makes sand giants nimble in rough terrain. Sand giants can also go for long periods without food and water, and their skin is conditioned to natural heat and cold.

Traveled Traders. Sand giants travel far to pursue trade. They respect the laws of the lands they journey in, but they believe they are entitled to anything they can win through might and skill. A sand giant avoids costly battles, however, whether the price is being banned from a trading hub or death at the hands of a stronger foe.

Salvage

Sand giants value shows of wealth, and they carry their belongings in ornate packs. Every sand giant has valuable personal effects worth at least 100 gp in their packs.

Sand giants are also expert cartographers, carrying detailed maps of the areas that they travel. A sand giant monarch carries maps worth up to 500 gp. Some might be more valuable to anyone interested in mapmaking, trade, or travel. One or more of these maps might show locations of potential treasure, such as ancient ruins in the desert.

Sand Giant Caller

Huge giant, lawful evil

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Wis +5, Cha +7
Skills Arcana +4, Athletics +9, Medicine +5, Perception +5, Survival +5
Damage Resistances bludgeoning
Senses darkvision 120 ft., passive Perception 15
Languages Giant and one other language
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Desert Hardened. The giant has advantage on saving throws against dehydration, thirst, and hunger, and it needs half as much food and water as a normal creature of its size. Also, the giant is adapted to extreme heat and cold.

Desert Stride. The giant ignores difficult terrain due to sand, rubble, or similar debris.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:
At will: *detect magic*, *jump*, *silent image*
1/day: *flesh to stone*

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy or sandstone terrain.

Spellcasting. The giant is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:
Cantrips (at will): *mage hand*, *prestidigitation*, *spare the dying*
1st–5th level (3 5th-level slots): *blight*, *create food and water*, *creation*, *cure wounds*, *gust of wind*, *meld into stone*, *spike growth*, *stone shape*, *thunderwave*, *wall of stone*, *wind wall*

Actions

Multiattack. The giant makes two attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Sun Bolt. *Ranged Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) radiant damage, and the target has disadvantage on Dexterity (Stealth) checks and can't benefit from being invisible until the end of the giant's next turn.

Sand Giant Monarch

Huge giant, lawful evil

Armor Class 17 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +7, Wis +6
Skills Athletics +10, Insight +6, Perception +6, Persuasion +6, Survival +6
Senses passive Perception 16
Languages Giant and two other languages
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Desert Hardened. The giant has advantage on saving throws against dehydration, thirst, and hunger, and it needs half as much food and water as a normal creature of its size. Also, the giant is adapted to extreme heat and cold.

Desert Stride. The giant ignores difficult terrain due to sand, rubble, or similar debris.

Giant Brute. A melee or thrown weapon deals one extra die of its damage when the giant hits with it (included in the attacks).

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy or sandstone terrain.

Actions

Multiattack. The giant makes three attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit*: 20 (4d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or fall prone.

War Command (Recharge 5–6). The giant makes two melee or ranged weapon attacks. Amid these attacks and the giant's movement, the giant can use a bonus action to choose an allied creature that can hear and understand the giant to attack a target the giant attacked this turn. The chosen creature can use a reaction to make the attack, adding the giant's proficiency bonus to the damage roll.

Lore

DC 10 Intelligence (Nature): Having adapted to the hot desert, sand giants are inured to many of its travails, from temperature swings and too little sustenance to difficult terrain. Their coloration and skill make them good at hiding in sandy landscapes despite their size.

DC 10 Intelligence (History): Sand giants enslave weaker creatures they encounter, forcing them to cook, clean, and haul spoils.

DC 15 Intelligence (Arcana): Efreet have a long history of enslaving sand giants. In retribution, sand giants attack efreet on sight and leave no survivors.

Scream Thief

"It appeared from the darkness: a faceless wraith whose outstretched arms sought purchase on my mortal frame. In desperation, I cried to my companions for aid, but my voice was silent. When it stole my words, I knew my doom was at hand."

Retribution. A scream thief springs forth when a human dies while stopping another creature from fulfilling an important goal. The phantom is cursed to an eternal undeath of having memories lie torturously out of reach, but the weight of their desire to remember their lives incites violence against mortals who intrude on their immortal prison.

Cursed Locations. The site of their death is tainted with hate and regret. Psychic fragments, souls of the creatures the scream thief has killed, linger nearby, taunting the spirit with nonsensical murmurings.

Spiritual Victims. When a scream thief kills an intelligent creature, tortured fragments of its spirit linger as vaporous orbs. The touch of these haunting forms withers the flesh, potentially adding another death to a cursed location.

Uncanny Voices. Psychic fragments call to the living. They yearn to join their fractured essence with a complete soul. They utter nonsensical words or phrases once spoken in life.

Maddening Gatherings. When a scream thief lingers in one location, the fragments of the many spirits it has killed can swarm together, creating a frightening ghostly orb. A mind-numbing chattering of the individual fragments can confound the unwary.

Salvage

The bones of a mortal transformed into a scream thief remain imbued with its undead aura. A skilled magic item crafter using 200 gp of magical regents, and spending at least 5 days of effort, can create a *wand of silence* (see Chapter 4) if they succeed on a DC 15 Intelligence (Arcana) check.

A spellcaster can capture a psychic fragment's essence before it dissipates after death. The spellcaster requires a container worth at least 100 gp. Anyone who succeeds on a DC 13 Intelligence (Arcana) check can capture a portion of the defeated psychic fragment. The container can store up to 10 hit die worth of undead essence for 8 hours before they dissipate.

As an action, a container holding this spiritual essence can be thrown up to 20 feet, shattering on impact. All creatures within 5 feet of the broken container must make a DC 12 Constitution saving throw. A failed saving throw results in 1d4 necrotic damage per hit die of essence stored, while a success deals half as much damage.

Lore

DC 10 Intelligence (Religion): The scream thief is immune to necrotic and poison. The incorporeal nature of psychic fragments makes them resistant to non-magical weapons.

DC 15 Intelligence (Religion): The touch of a scream thief drains life that magic cannot heal; only time and rest can.

A scream thief remains trapped in its place of death, often accompanied by spirit fragments of the creatures it has killed.

Scream Thief

Medium undead, chaotic evil

Armor Class 12
Hit Points 52 (8d8+16)
Speed 0 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages languages it knew in life
Challenge 3 (700 XP)

Incorporeal Movement. The scream thief can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Life Drain. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 18 (4d8) necrotic damage The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Silence the Living (Recharge 5-6). The scream thief forces a humanoid within 30 feet of it to make a DC13 Wisdom saving throw. On a failure, the target takes 19 (3d12) psychic damage, is frightened, and is unable to vocalize a sound of any kind. The target may repeat the saving throw at the end of its turns to end these effects. On a success the creature takes half as much damage and is not frightened or silenced.

Reactions

Fragment the Spirit. The scream thief targets a creature that died from one of its attacks. The target's spirit rises as 3 (1d6) **psychic fragments** in the space of its corpse or in the nearest unoccupied space. The psychic fragments are under the scream thief's control.

Psychic Fragment

Tiny undead, chaotic evil

Armor Class 12
Hit Points 3 (1d4 + 1)
Speed 0 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	13 (+1)	2 (-4)	12 (+1)	10 (+0)

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages can repeat one phrase it knew in life
Challenge 0 (10 XP)

Incorporeal Movement. The psychic fragment can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mimicry. The psychic fragment can mimic a single word or phrase it spoke in life. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Actions

Withering Touch. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) necrotic damage.

Psychic Fragment Swarm

Medium swarm of Tiny undead, chaotic evil

Armor Class 13
Hit Points 55 (10d8 + 10)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	12 (+1)

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages can repeat one phrase it knew in life
Challenge 3 (700 XP)

Incorporeal Movement. The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Maddening Voices. The swarm constantly emits a babble of words and phrases spoken in life by its many undead spirits. Each creature that starts its turn within 20 ft. of the swarm must succeed on a DC 13 Wisdom saving throw. On a failure, the creature is stunned until the start of its next turn. A creature that succeeds on a saving throw becomes immune to maddening voices for 24 hours.

Swarm. The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

Actions

Withering Touch. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 21 (6d6) necrotic damage, or 10 (3d6) necrotic damage if the swarm has half of its hit points or fewer.

Seraph

"The only thing worse than facing a daemon is facing a seraph who thinks you're doing wrong."

Shattered Hierarchies. The disappearance of the gods shattered the governing order of the celestial host. Leaderless and adrift, the Arch Seraphs took it upon themselves to lead mortals to the path of righteousness. It became apparent that each Arch Seraph had a different idea of that path. Soon, each Arch Seraph led their own campaign against perceived evils, which usually meant whatever disagreed with their personal goals.

Religious Intolerance. Lacking the power of gods, the Arch Seraphs sought to spread their influence and increase their power by any means necessary. Mortals are the weapons and the prize in this conflict. Rather than entice with contracts, as Arch Daemons do, the Arch Seraphs chose to take a firm stance on doctrine. Either you're with them, or you're against them.

Celestial Celebrant

Medium humanoid (celestial), any alignment

Armor Class 16 (chain mail)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Skills Religion +2
Senses passive Perception 13
Languages Celestial and one other language
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Spellcasting. The celestial celebrant is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:
Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *bless*, *cure wounds*, *detect evil and good*, *healing word*, *sanctuary*
2nd level (3 slots): *calm emotions*, *lesser restoration*, *silence*, *spiritual weapon*
3rd level (3 slots): *beacon of hope*, *revivify*, *spirit guardians*
4th level (2 slots): *death ward*, *guardian of faith*

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 4 (1d8) radiant damage.

Reactions

Succor (Recharges after a Short or Long Rest). When the celestial celebrant or a creature it can see within 60 feet of it takes damage, the celebrant can cast a spell that causes the damaged creature to regain hit points.

Celestial Campaigner

Medium humanoid (celestial), any alignment

Armor Class 20 (plate, shield)
Hit Points 91 (14d8 + 42)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	16 (+3)	12 (+1)

Skills Intimidation +4, Perception +6, Religion +3
Senses passive Perception 16
Languages Celestial and one other language
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Spellcasting. The celestial campaigner is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:
Cantrips (at will): *guidance*, *light*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *bless*, *divine favor*, *guiding bolt*, *shield of faith*
2nd level (3 slots): *hold person*, *magic weapon*, *spiritual weapon*
3rd level (3 slots): *daylight*, *dispel magic*
4th level (2 slots): *freedom of movement*, *stoneskin*

War Blessing. A weapon deals two extra dice of its damage when the celestial campaigner hits with it (included in the attack).

Actions

Multiattack. The celestial campaigner makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage, or 19 (3d10 + 3) slashing damage if used with two hands to make a melee attack.

Reactions

Protection. When a creature the celestial campaigner can see within 5 feet of it makes an attack against a creature other than the campaigner, the campaigner can use its shield to impose disadvantage on that attack roll.

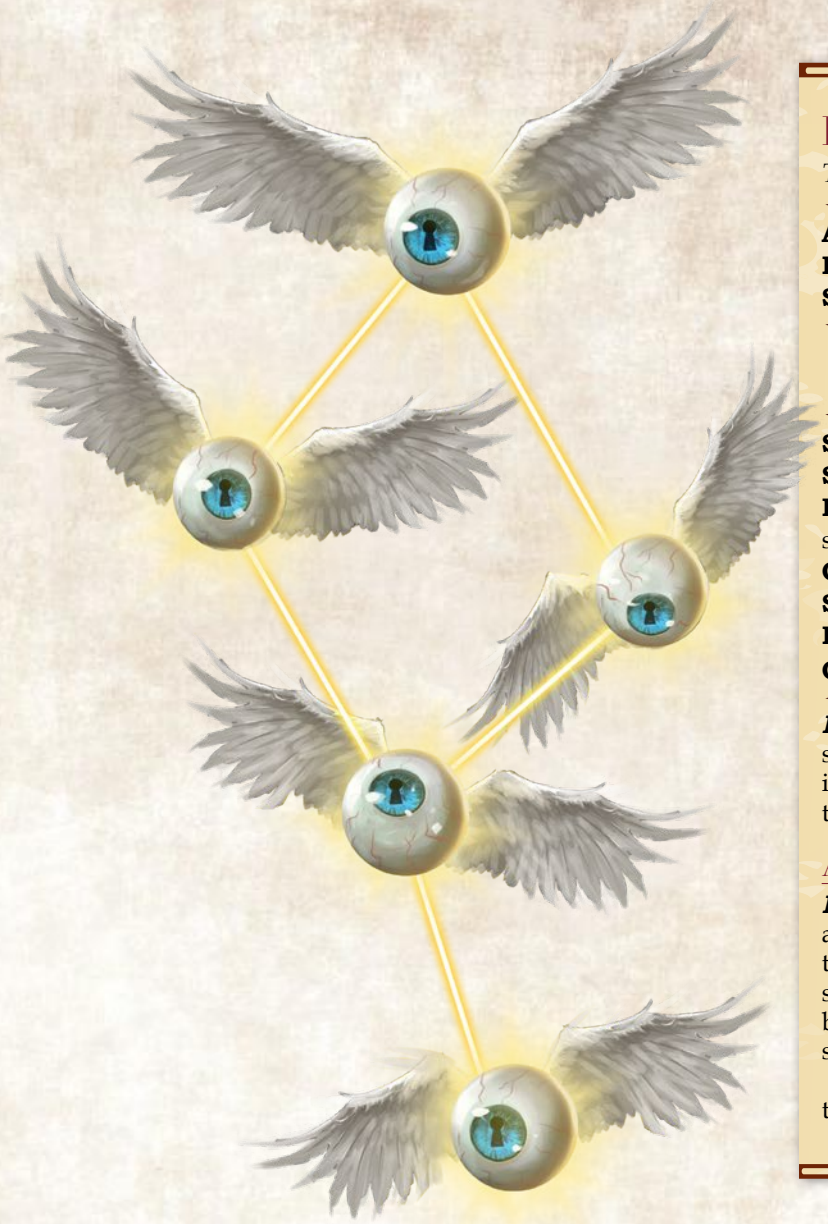
Salvage

Someone who has proficiency with alchemist's supplies can treat a seraph's feather to create a charm against falling. Creating the charm takes one celestial feather, 2 hours of work, and reagents worth 50 gp. When a creature that carries or wears the charm falls more than 15 feet, the charm triggers, slowing the rate of descent to 60 feet per round. Provided the creature touches ground again in 1 minute, the creature takes no falling damage and can land on its feet. Once one charm triggers, no other charm carried by the same creature triggers until the magic from the first charm ends. After a charm provides its magic for 1 minute or the user ceases falling, the charm crumbles to inert dust.

Lore

DC 10 Intelligence (Religion): After the gods' disappearance, the Arch Seraphs descended upon Etharis, seeking to impose their will and combat evil in person. Angels and lesser celestials have come to be a more common sight since then.

DC 15 Intelligence (Religion): An Arch Seraph can gift a worthy mortal with the might of a lesser celestial. These lesser celestials boast potent defenses and powers, allowing them to rush headlong to battle those they view as evil. Most lesser celestials are as uncompromising as their Arch Seraph leaders.



Eye of Zabriel

Tiny celestial, chaotic neutral

Armor Class 14
Hit Points 28 (8d4 + 8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Dex +6
Skills Insight +5, Investigation +5, Perception +5, Stealth +6
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities blinded, exhaustion, unconscious
Senses truesight 60 ft., passive Perception 15
Languages telepathy 120 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ever Observant. These celestials have reduced themselves to individual floating eyes that never stop watching. As such, they cannot be surprised and have advantage on Wisdom (Perception) checks that rely on sight.

Actions

Flash of Light. The eye glows with radiant light, filling a 60-foot radius around it with bright light. All creatures that can see the eye must succeed on a DC 13 Constitution saving throw or take 5 (1d4 + 3) radiant damage and be blinded for one minute. A blinded creature can repeat the saving throw at the end of each of their turns.

Once the flash has ended, the eye turns invisible and can teleport up to 30 feet to an unoccupied space it can see.

Seraph Servants

"With the gods of Etharis gone, the Arch Seraphs and their servants have fought to cling to their individual purposes. Some of those celestials have even changed themselves to suit their new roles."

Specialized Skills. These servants of the Arch Seraphs have morphed themselves to fit the needs of their leaders and the tasks on which they're sent. Some have taken their focus to extremes.

Not Fallen, Just Different. Some Seraph servants barely resemble what they once were. And yet their essence remains intact, even when they may have lost their immortality and other celestial traits.

Salvage

Anyone who manages to collect five eyes of Zabriel can ingest all five at the rate of one per round. At the end of the fifth round, if the ingester succeeds on a DC 10 Wisdom (Insight) check, they can cast the *augury* spell. They need not ordinarily be able to cast the spell or to have any other material components to cast the spell in this manner.

The wings that sprout from an Empyrean knight's back look like they're made from swords, in homage to the Arch Seraph they serve. Someone can attempt to attach the wings to their back as an action with a successful DC 15 Strength (Religion) check. On a success, the wearer can fly as per the *fly* spell for 10 minutes.

The bloodied are a strange occurrence, and their chains are a powerful magical ward. Someone succeeding on a DC 15 Wisdom (Arcana) check can attach them to their body for a brief time. On a success, the chains provide life protection as per the *death ward* spell for 1 hour.

Empyrean Knight

Medium celestial, lawful good

Armor Class 20 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	12 (+1)	17 (+3)	16 (+3)

Skills Athletics +7, Perception +6, Survival +6
Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 16
Languages Celestial, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Divine Weaponry. The knight's weapon attacks are magical. When the knight hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Flyby. The knight doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The knight has advantage on saving throws against spells and other magical effects.

Only Forward. The knight is unable to flee from battle until all its enemies are destroyed or it is.

Actions

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) slashing damage, plus 18 (4d8) radiant damage.

Lore

DC 10 Intelligence (History): Although all celestials were once united in service to the gods, in the time since their disappearance, the Arch Seraphs designs have seen many changes to their servants' nature.

DC 10 Intelligence (Arcana): Eyes of Zabriel are spies, and their light literally shines on those around them, watching and judging with radiant energy.

DC 15 Intelligence (Religion): The chains of the bloodied can never be removed or their self-sacrifice will go unchecked, and they die instantly. The bloodied turn the damage dealt by violent foes back on them.

DC 20 Intelligence (Religion): Empyrean knights act as brutal and just servants of the righteous. Their attacks carry a radiant sting, and they never cease fighting someone they consider a foe.

The Bloodied

Medium celestial, neutral good

Armor Class 10 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	13 (+1)	12 (+1)	19 (+4)	18 (+4)

Saving Throws Wis +6, Cha +6
Skills Insight +6, Perception +6
Damage Vulnerabilities bludgeoning, piercing, slashing
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16
Languages Celestial, telepathy 120 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Peacemaking. The bloodied targets up to four hostile creatures it can see. Each must succeed on a DC 14 Charisma saving throw or be charmed by the bloodied for one minute. A creature charmed in this way is incapacitated and begins weeping uncontrollably until another creature uses its action to shake the creature out of it.

Shared Sacrifice. The bloodied chooses an allied creature within 30 feet of it. Until the end of the bloodied's next turn, the bloodied has resistance to all damage, and whenever the bloodied takes damage, the target creature takes damage equal to the damage dealt to the bloodied.

Reactions

Ultimate End. The bloodied targets a single creature within 60 ft. that just attacked it. The target must succeed a DC 16 Wisdom saving throw or immediately take force damage equal to the bloodied's current hit point total as the bloodied removes its chains. The bloodied dies instantly. On a success, the target takes half as much damage, and that damage cannot lower the target to less than 1 hp.

GM Advice: While these Seraph servants generally act for the side of good, it's conceivable that the creatures could be corrupted to act on behalf of the forces of evil. Evil celestials or fiends might send one or more bloodied to sacrifice themselves before a larger assault takes place.

Shadow Mauler

"The worst monsters are those you don't see coming."

Shadow Predator. Shadow maulers are weird predators with multiple eyes and multiple fanged mouths that can extend from the body on ephemeral flesh. They conceal themselves in the dark, waiting to kill any living creature that crosses their path. Cruel and calculating, a shadow mauler prefers to attack creatures alone or isolated from a group.

Born to Darkness. Sunlight is the bane of a shadow mauler. The monsters might have originated from a place without such light. They dwell in lightless spots to avoid sunlight, which hinders their abilities, preventing them from being effective hunters.

Salvage

The ephemeral flesh of a shadow mauler is a silklike substance that appears to be made of shadow. Someone who has proficiency with leatherworker's tools or weaver's tools can fashion a *cloak of elvenkind* from this material. Doing so takes 3 days and other materials worth 50 gp. This cloak loses its magic if exposed to sunlight for 8 hours or more.

Lore

DC 10 Intelligence (Arcana): Shadow maulers are most potent in shadows. In sunlight, they become more solid and easier to hurt. They also have a hard time seeing, fighting, escaping, and hiding.

DC 15 Intelligence (Arcana): The shadow mauler weakness to sunlight extends to a vulnerability to radiant damage.

Shadow Mauler

Large aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	3 (–4)	14 (+2)	7 (–2)

Skills Perception +5, Stealth +6
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities grappled, paralyzed, petrified, restrained
Senses darkvision 120 ft., passive Perception 15
Languages Deep Speech
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Shadow Escape. In dim light or darkness, the shadow mauler can take the Disengage or Hide action as a bonus action.

Shadow Shape. In dim light or darkness, the shadow mauler can move through a space as small as 1 inch wide without squeezing.

Sunlight Sensitivity. Magical darkness doesn't impede the shadow mauler's darkvision.

Sunlight Vulnerability. While in sunlight, the shadow mauler loses its damage resistances and condition immunities. It also has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow mauler makes two bites attacks.

Bites. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Shadowsteel Ghoul

"Shards of dark metal pierce the skin of the foul creature. The metal pushes out from within the abomination rather than the other way."

Shadowsteel Toxicity. Cursing an enemy requires an enormous amount of work and personal power. However, these efforts are for naught without the inclusion of the forbidden metal known as Shadowsteel. The frequent use of Shadowsteel takes its toll upon the mage handling it. In using it, the mage binds their soul, a bit at a time, to the energies of the fell metal. Those who use Shadowsteel can end up feeling its effects even after death.

Cold Afterlife. Sometime between a week and a year after a mage steeped in the use of Shadowsteel dies, their body rises, reinforced with shards of the metal. A Shadowsteel ghoul is no flesh-eater, but it resembles a ghoul with its gangly limbs and hairless, hunched body. Undeath has given the Shadowsteel ghoul a cruel nature and a strong desire to infect living creatures with the curses it carries. A Shadowsteel ghoul instinctively seeks out carriers of Shadowsteel, hoping to consume their supply of the substance.

Ghast Form. Once a Shadowsteel ghoul has amassed and absorbed enough Shadowsteel, the creature's physiology changes. The cursed metal brings back memories and mental acuity, allowing the fallen mage to reclaim some of their arcane power. The Shadowsteel shards embedded in the ghast's skin grow, forming gleaming plates. A miasma follows the creature, an extension of their magic resistance, diminishing the resistances of others around the ghast. More potent curses are transmitted through the ghast's claws.

Salvage

Taking 1 hour to extract the shards of Shadowsteel from a Shadowsteel ghoul, someone can collect an amount worth 250 gp. A Shadowsteel ghast yields a quantity worth 500 gp.

Lore

DC 15 Intelligence (Religion): Those who use Shadowsteel to power curses can become Shadowsteel ghouls upon death. These undead creatures seek out more of the metal. As the creature ages, it can regain a semblance of the arcane power it had in life, empowering similar creatures and cursing nearby foes.

Shadowsteel Ghoul

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (–1)	10 (+0)	6 (–2)

Saving Throws Wis +2
Skills Perception +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages one language known in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The Shadowsteel ghoul has advantage on saving throws against spells and other magical effects.

Shadowsteel Coat. The Shadowsteel ghoul is coated in metal armor made of Shadowsteel.

Shadowsteel Hunger. The Shadowsteel ghoul has advantage on attack rolls against creatures carrying or wearing Shadowsteel.

Actions

Multiattack. The Shadowsteel ghoul makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage and 5 (2d4) necrotic damage. A cursed target must make an escalation check. If a target drops to 0 hit points due to this damage and isn't already cursed, roll 1d4, and the target is afflicted with a curse based on the result: 1–2 Curse of Damned Aging, 3–4 Curse of Foul Blight. (See *Grim Hollow Campaign Guide* for information on curses and escalation.)

Shadowsteel Ghast

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 118 (17d8 + 42)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	14 (+2)	13 (+1)	8 (–1)

Saving Throws Int +5, Wis +4
Skills Arcana +5, Perception +4
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages two languages known in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Innate Spellcasting. The Shadowsteel ghast's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:
At will: *chill touch*, *shocking grasp* (both 17th level)
3/day each: *counterspell*, *misty step*, *shield*
2/day: *bestow curse*

Magic Resistance. The Shadowsteel ghast has advantage on saving throws against spells and other magical effects.

Shadowsteel Coat. The Shadowsteel ghast is coated in metal armor made of Shadowsteel.

Shadowsteel Miasma. Creatures of the Shadowsteel ghast's choice that start their turn within 30 feet of the ghast must roll a d4 and subtract the number rolled from any attack roll or saving throw they make until the start of their next turn. Only one miasma can affect a given creature at a time. A creature that rolls a natural 20 on any attack roll or saving throw while in a Shadowsteel miasma is immune to the miasma of any Shadowsteel ghast for 1 hour.

Turning Defiance. The Shadowsteel ghast and any Shadowsteel ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The Shadowsteel ghast makes two claw attacks or casts one at-will spell and makes one claw attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage and 7 (2d6) necrotic damage. A cursed target must make an escalation check. If a target drops to 0 hit points due to this damage and isn't already cursed, they are randomly afflicted with one from among any of the curses in the *Grim Hollow Campaign Guide* (GM's choice).

Shatter Corpse

"The sound of breaking glass startles most, but think twice before going to see what caused it if it is followed by the sound of moaning."

Covered in Glass. When someone dies with glass embedded in their skin—such as being stabbed by a shard of glass or killed by a falling window—they may rise as a shatter corpse. Shards of glass continually grow through the skin of a shatter corpse, covering them in razor-sharp weapons.

Ponderous and Noisy. Shatter corpses are no more mobile than an average zombie, and the constantly breaking glass makes them even easier to hear coming.

Dangerous Volley. Shatter corpses can flick hails of glass shards at nearby creatures. The shards grow back within a few seconds.

Salvage

The glass from ten shatter corpses can be used to create a suit of *glass-studded armor* (see Chapter 4) with a successful DC 10 Dexterity (Sleight of Hand) check by someone proficient with jeweler's tools. Crafting this item takes 10 days and costs 1000 gp.

Shatter Corpse

Medium undead, chaotic neutral

Armor Class 10 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (–4)	6 (-2)	5 (–3)

Saving Throws Wis +0
Damage Immunities poison, piercing
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Glass Spikes. Each time a creature makes a melee attack against a shatter corpse, it takes 3 piercing damage. A creature can choose to make an attack with disadvantage to avoid this damage.

Loud. Creatures have advantage on Wisdom (Perception) checks made to hear the approach of a shatter corpse.

Turn Resistance. The shatter corpse has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the shatter corpse to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the shatter corpse drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage and 2 (1d4) piercing damage.

Volley of Glass (Recharge 6). The shatter corpse flicks a volley of glass shards in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much damage on a successful one.

Lore

DC 10 Intelligence (Religion): Shatter corpses are a stronger kind of zombie that arises when someone dies from being impaled on broken glass.

DC 15 Intelligence (History): Those that attempt to use a melee attack against a shatter corpse are likely to cut themselves unless they attack with carefully.

DC 20 Intelligence (Arcana): Shatter corpses can launch volleys of broken glass.

Shrieking Mandrake

"The farmer sighed as he saw yet another corpse in his mandrake field. Would foolish thieves never learn?"

Lethal Deterrent. Some enterprising farmers grow ordinary mandrakes, valuable to alchemists and mages. Shrieking mandrakes usually grow in the wild, but they can be cultivated to protect a crop of normal mandrakes. When a shrieking mandrake is plucked from the ground, it releases a deadly sound.

Salvage

When casting a spell that deals psychic damage, a spellcaster can include powder from one shrieking mandrake. The spell consumes the powder, but the caster can roll one extra damage die, then eliminate the lowest die before calculating the damage.

Lore

DC 10 Intelligence (Nature) or Wisdom (Survival): Shrieking mandrakes can easily be mistaken for ordinary mandrakes, but it emits a potentially lethal shriek when it comes out of the ground.

DC 15 Intelligence (Arcana): A shrieking mandrake is immune to being blinded, deafened, and frightened.

Shrieking Mandrake

Tiny plant, unaligned

Armor Class 9
Hit Points 5 (2d4)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	8 (–1)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

False Appearance. While the shrieking mandrake remains motionless, it is indistinguishable from ordinary mandrake.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Reactions

Shriek. When the shrieking mandrake emerges from the ground, it emits a shriek audible within 120 feet of it. Each creature within 10 feet of and able to hear the mandrake when it shrieks must succeed on a DC 10 Wisdom saving throw or take 5 (2d4) psychic damage. A creature that fails by 5 or more is also deafened for 1 minute. A deafened target can make a DC 10 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Skeleton Troopers

"A line of skeletons marches into the town square with military precision. They raise rifles and take aim at the temple in unison."

Enhanced Undead. Some necromancers bolster their animation rituals with additional, expensive components to add to their minions' powers. For those seeking such minions, long-forgotten battlefields and mass graves make for fine harvesting.

Blackpowder Enhancements. It's possible to infuse the defunct blackpowder weapons of the dead with necrotic energies to simulate their function in life. These weapons are useless in living hands but are potent in the clutches of the dead. Such skeleton riflers work in tandem with skeleton warriors raised to provide frontline defense.

Stationed farther out than skeleton riflers, teams of skeleton cannoneers provide artillery support to deal with threats at longer range. The cannons are cumbersome and take effort to "load" and fire, so skeleton cannoneers work in pairs. One loads, which is a mimed activity that charges the otherwise useless cannon, and the other fires. If one of the two-corpse team is destroyed, the other cannoneer joins another fire team or the main army's ranks

Skeleton Rifler

Medium undead, lawful evil

Armor Class 13 (rotting buff coat)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	7 (–2)	10 (+0)	5 (–3)

Skills Perception +2
Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands languages it knew in life but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Dead Rifle. The rifle a skeleton rifler carries is nonfunctional as a ranged weapon for a creature other than a skeleton rifler. For the skeleton rifler, the rifle never needs to be reloaded.

Actions

Bayonet. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage and 3 (1d6) necrotic damage.

Dead Rifle. *Ranged Weapon Attack*: +4 to hit, range 40/120 ft., one target. *Hit*: 8 (1d12 + 2) piercing damage and 3 (1d6) necrotic damage.

Effective Commanders. A sufficiently powerful necromancer can use the corpse of an officer to raise a skeleton commander. Infusing the skeleton's bones with an approximation of its knowledge and presence in life takes a great deal of power, but it allows a necromancer to better direct and inspire an army of the dead.

GM Advice: Skeletal troopers are effective when used as minions in the army of a higher-level threat. Cinematic battles focused on sieges or large battles are perfect for troopers. In these cases, having the troopers immune to turning until their powerful leader is defeated prevents anticlimactic encounters.

Salvage

Firearms recovered from skeleton troopers are nonfunctional, but parts of them might be useful. Each firearm recovered can reduce the cost of making a similar firearm by 10%, up to 50%.

Lore

DC 10 Intelligence (Religion): Necromancers with advanced training and hefty resources can make skeletons that are linked in death to their firearms.

DC 15 Intelligence (Religion): A commander leads some platoons of skeleton troopers. This skeleton directs the attacks and enhances the efficiency of its undead underlings.

Skeleton Cannoneer

Medium undead, lawful evil

Armor Class 14 (rotting buff coat)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	8 (–1)	13 (+1)	5 (–3)

Skills Perception +3
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands languages it knew in life but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dead Firearms. The cannon and pistol a skeleton cannoneer uses are nonfunctional as ranged weapons for a creature other than a skeleton cannoneer. For the skeleton cannoneer, the pistol never needs to be reloaded

Actions

Load. The skeleton cannoneer loads the dead cannon.

Dead Cannon. The skeleton cannoneer fires its loaded cannon at a point it can see within 500 feet of it, but no closer than 50 feet from it. Each creature within 15 feet of that point must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage and 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Alternatively, the cannoneer can choose the cannon as the point of fire. Doing so means the shot goes off inside the cannon, destroying it and increasing each type of damage by 3 (1d6).

Pistol Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage and 3 (1d6) necrotic damage.

Dead Pistol. *Ranged Weapon Attack*: +5 to hit, range 30/90 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage plus 3 (1d6) necrotic damage.

Skeleton Commander

Medium undead, lawful evil

Armor Class 17 (battered splint mail)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3
Skills Insight +3, Perception +3
Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands languages it knew in life but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The skeleton commander makes two pike attacks.

Pike. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage and 5 (2d4) necrotic damage.

Warlord Strike (Recharge 5–6). The skeleton commander makes one pike attack. The commander can use a bonus action to direct another undead who can see or hear the commander to attack the target the commander attacked this turn. That undead can use a reaction to make the attack, adding the commander's proficiency bonus to the damage roll.

Reactions

Brandish Standard. If an undead the skeleton commander can see within 30 feet of the commander makes an attack roll or saving throw, the commander can brandish the tattered banner on its pike. If the commander does so, the target can add a d4 to its roll, provided it can see the commander and isn't receiving this benefit from another commander.

Skinweaver

"I don't brook with tanners no longer. If ya' know what's good for you, ya' won't ask me why."

Arachnophobes Beware. A skinweaver is a hybrid humanoid-spider that jumps out of the shadows, the clicking of its legs drowned out by the scraping sound of twin tanning knives and the soft, crisp lilting of its melodic voice as it sings its song of death. Like a spider, it weaves silk webs, but its real designs are created from the delicately tanned and worked hides of its victims. Its lair is unmistakably caustic, the sharp ammonia smell of leatherworking chemicals permeating the air.

Master Leatherworkers. Skinweavers are as proficient with the tanning trade as the best humanoid leatherworkers—sometimes better. Their preferred hide is humanoid skins. Armored by their own creations, the half-human, half-spider creatures encase themselves in perfectly cured and stitched leather armor. These patchworks are meticulously sewn, tailored to every curve and surface on the skinweaver's body. Their minions are similarly outfitted in perfectly tailored creations by their spider-like overlords.

Refined and Cultured. Skinweavers are well-read, considering themselves paragons of culture and breeding. They collect books written in every language and are sometimes willing to trade knowledge with visitors—or victims. A deal made by a potential victim for its life (in exchange for knowledge) may or not be honored; skinweavers are as capricious as they are curious. Their leather creations are often dyed and have fringes, tassels, or other decorative embellishments that make each garment unique.

Three-Dimensional Living. While they often employ ground-bound creatures to serve and protect their lairs, skinweavers make use of their living space in all three dimensions, often weaving lounges and spaces to hang along walls and ceilings: leather hammocks, netting, and swings.

Refined Ambush Predators. While skinweavers feed on prey they catch in their webs (or brought to them by minions), they develop tastes and desires for specific flesh (taste in food) or skins (artistic taste). A skinweaver may be close to a particular settlement and go unnoticed for years, until it develops a taste for the specific humanoids who live there.

Salvage

Skinweavers collect valuable artwork and other items that display their erudition and refinement. They're never without their custom-made suits of bespoke leather armor. This leather is so finely crafted that a suit of armor stitched from a skinweaver's own suit is better than almost any other tanner's creations.

If a proficient armorer or leather worker uses a skinweaver's suit to create a humanoid suit of light armor and succeeds on a successful DC 15 Dexterity (Nature) check, the armor acts as *+1 leather armor* and can be donned or doffed as a standard action. This process takes 24 hours and requires 250 gp of other components.

Lore

DC 10 Intelligence (Arcana): A skinweaver is resistant to fire damage because of its leathery skin and armor.

DC 15 Intelligence (History): A skinweaver's terrifying appearance can scare an opponent multiple times in the same fight.

Skinweaver

Large aberration, chaotic evil

Armor Class 17 (natural & tailored leather)
Hit Points 68 (8d10 + 24)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	14 (+2)	13 (+1)	18 (+4)

Skills Stealth +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages any three languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Supernaturally Sharp. Skinweaver's tanning knives overcome slashing damage resistance (though not immunity).

Shocking Visage. Any humanoid that starts its turn within 30 feet of the skinweaver and can see it must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened until the end of the creature's next turn). Whether a creature succeeds or fails, it cannot be affected by this ability again until it loses sight of the skinweaver (as when the skinweaver moves behind total cover or successfully hides).

Actions

Multiattack. The skinweaver makes two tanning knife attacks or one tanning knife and one web whip attack.

Tanning Knife. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 11 (2d8 + 2) slashing damage.

Web Whip. *Ranged Weapon Attack*: +4 to hit, reach 25 ft., one target. *Hit*: 7 (2d4 + 2) piercing damage, and the target is pulled up to 20 feet toward the skinweaver.

Web Net (Recharge 5–6). *Ranged Weapon Attack*: +4 to hit, range 30/60 ft., one creature. *Hit*: The target is restrained by leathery webbing. As an action, the restrained target can attempt a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to slashing damage; immunity to bludgeoning, poison, and psychic damage).

Skywailer

"These things float silently at night. If you hear their wail, it means someone you know is being eaten."

Floating Horrors. Skywailers are aberrations like giant, airborne jelly fish, sporting long tentacles. Covered in bloated air sacs and humanoid faces, they emit a horrific wailing noise when they manage to entrap prey. A skywailer usually drifts aimlessly, looking for food. If it spots a likely morsel, it can jet forward rapidly.

Psionic Manifestations. Skywailers can also spit psychically toxic ectoplasm. Useful at longer range than the skywailer's tentacles, the ectoplasm tendrils still allow the skywailer to reel prey in. Once the monster has one or more victims in its grasp, it emits a psionic keening that can kill.

Salvage

An airtight bladder can be used to collect the gas trapped within a skywailer's sacs, provided the creature capturing the gas succeeds on a DC 15 Dexterity (Sleight of Hand) check. One dose of this gas can be consumed, acting as a *potion of flying* that lasts for 1 minute. One skywailer has enough gas for someone to collect 2d6 doses.

Lore

DC 10 Intelligence (Nature): Skywailers are floating, multifaced monsters with tentacles to capture prey.

DC 13 Intelligence (Arcana): Skywailers can spit ectoplasmic goo from their many mouths. The sticky stuff addles the mind and grapples the body.

DC 15 Intelligence (Arcana): A skywailer's wail is a psionic shriek that blasts the mind of any creature the skywailer holds grappled.

Skywailer

Large aberration, neutral evil

Armor Class 13 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	4 (–3)	12 (+1)	7 (–2)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Air Buoyancy. If incapacitated or killed, the skywailer floats upward 10 feet during its turn.

Jet. While flying, the skywailer can use a bonus action to take the Dash action.

Quick Reel. The skywailer can use a bonus action to pull each creature grappled by it up to 15 feet toward it. It can also take an action to use this trait.

Actions

Multiattack. The skywailer makes two attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. A skywailer has ten tentacles, each of which can grapple one target.

Ectoplasmic Tendril. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) psychic damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained. The tendril can be attacked (AC 10; 10 hit points; immune to poison and psychic damage). A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it. Destroying a tendril deals no damage to the skywailer.

Wail (Recharge 6). Each creature grappled by the skywailer must make a DC 13 Charisma saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Sleep Gulper

"Like everything in the unnatural realms, the evil fey try to take everything from you. Whether it's your money, or all your insides, even the smallest of creatures will be greedy."

Greedy Monsters. Sleep gulpers hide in the sewers and middens of populated areas, waiting to find a lone creature to attack or sneaking into bedrooms to plague sleeping victims.

Sleep Tight. The sleep gulpers use the long thin stinger on their back end to stab prey. A paralytic magic hinders the victim, making it easier for the sleep gulper to latch onto the nearest foe. They settle for pets and other animals, but they savor the sweet taste of humanoid essence.

Agile and Adaptive. Thanks to the sleep gulper's leech-like body, spider legs, and bat wings, the sleep gulper has many ways to travel. Whether climbing, swimming, or flying—they can go anywhere at any time.

Salvage

A sleep gulper's stinger has magic in its poke. If someone collects 30 sleep gulper stingers, they can craft a *wand of paralysis*. This requires a proficient arcanist to succeed on a DC 20 Intelligence (Arcana), crafting the wand in 10 days and using 2000 gp of components.

Lore

DC 10 Intelligence (Arcana): The sleep gulper can magically paralyze a target with the touch of its stinger.

DC 15 Intelligence (Nature): Sleep gulpers can see in darkness thanks to their blindsight.

DC 20 Intelligence (History): Sleep gulpers can breathe underwater and ambush from the water.

Sleep Gulper

Tiny fey, chaotic evil

Armor Class 12
Hit Points 35 (10d4 + 10)
Speed 20 ft., climb 15 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	2 (–4)	14 (+2)	1 (–5)

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., passive Perception 14
Languages understands Sylvan but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The sleep gulper can breathe both air and water.

Spider Climb. The sleep gulper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Stinger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4+2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. At the end of each turn, the target can repeat the Constitution save, ending the paralyzed condition on a success.

Drain Essence. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one paralyzed target. *Hit*: 4 (1d4+2) piercing damage, and this creature heals half the amount of damage dealt.

Slimm

"The ooze dripping from the tall person in the grey clothing indicates something is amiss."

Rare Ooze. A new strain of ooze dubbed the slimm has been seen in the ruins of Etharis, particularly in areas struck by the Weeping Pox. This fluid creature takes a form reminiscent of a tall, lanky person. Its coloring makes it resemble a man wearing a black coat over a gray suit. The protoplasm forming "exposed skin" is a waxy yellow-gray color.

Defensive Actor. No one can mistake a slimm for a humanoid for long, though. A passive predator, like most oozes, a slimm responds to stimuli. It harms prey by exploding in reaction to damage. Then, it slowly reforms, attacking those in the path of its reconstitution.

Salvage

A defeated slimm's remains contain semiprecious stones worth 100 gp.

Lore

DC 15 Intelligence (Nature): This rare, amorphous creature explodes when damaged, splitting into smaller oozes. These small oozes can rejoin into a larger one again, which can then explode again.

Slimm

Medium ooze, unaligned

Armor Class 12
Hit Points 82 (11d8 + 33)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	17 (+3)	2 (–4)	9 (–1)	4 (–3)

Skills Stealth +4
Damage Immunities acid
Damage Resistances lightning, piercing, slashing, thunder
Condition Immunities charmed, deafened, exhaustion, frightened, prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amorphous. The slimm can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Body. A creature that touches the slimm or hits it with a melee attack while within 5 feet of it takes 5 (2d4) acid damage.

Humanoid Shape. While the slimm remains still, it can pass for humanoid to anyone who fails a DC 14 Perception check. If the slimm is in bright light, those looking at it have advantage on this check.

Nimble Ooze. The slimm can move through the space of any creature larger than the slimm. If the slimm moves through a creature's space, that creature must succeed on a DC 12 Dexterity saving throw to avoid touching the slimm's Corrosive Body.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and 7 (3d4) acid damage.

Reactions

Explosive Split. If a Medium slimm takes lightning damage, slashing damage, thunder damage, or 10 or more damage during any one turn, and has at least 10 hit points remaining, it violently splits. Each creature within 20 feet of the slimm must make a DC 13 Dexterity saving throw, taking 7 (3d4) acid damage on a failed save, or half as much damage on a successful one. Two Small slimms appear in unoccupied spaces on the ground on opposite sides of the area, 40 feet apart. Each new slimm has hit points equal to half the original slimm's.

Rejoin. If a Small slimm ends its turn within 5 feet of another Small slimm, both use a reaction to rejoin into a Medium slimm in one of the two spaces. They add their hit points together to determine the hit points of the new Medium slimm.

Slumbering Titan

"We camped for the night on a big hill, away from the trees. Had a good view all around. Halfway through the night, we woke up as the hill started moving. I never ran so fast in my life."

True Giants. The first giants arose in the time of the Primordials, wrought from the very mountains by Citrolach. Larger even than modern giants, these titans were fearsome combatants until the god of trickery intervened and sealed the worst of them in magical slumber.

Hulking Monuments. As time went on and mortals forgot that age-old war, slumbering titans became parts of the landscape, as rocky cliffs or barren hills. They had only a vague humanoid shape. Some made their way into folklore.

Awakened Rage. With the death of the gods, the seal on the slumbering titans has weakened. They stir once more. Their memories of conflict linger, and when roused, they resume their war against mortalkind.

Salvage

A weapon that incorporates bones and the rocky hide of a slumbering titan and is then boiled in the titan's blood for 3 days becomes a *giant slayer* weapon, provided the blood is no more than 21 days old. Making the weapon before boiling it takes someone who has proficiency with smith's tools 6 days, and the process requires other materials worth 500 gp.

Lore

DC 15 Intelligence (History): A slumbering titan is a member of a species that is the precursor to modern giants.

DC 20 Intelligence (Arcana): A god placed the titans into a magical slumber. They retain vulnerability to such magic.

GM Advice: The rules of 5e don't manage well creatures the size of a mountain. In the case of a slumbering titan, that is exactly what they are. In some situations, a slumbering titan could be larger enough that a combat could take place not just with the monster, but *on top* of the monster!

If you are running a theater of the mind combat, an encounter with a slumbering titan is easier to run, as exact positioning is less important and less necessary to track. The characters can attack any area they are standing on, and likewise the slumbering titan can attack any character.

Running combat on a grid with a slumbering titan can offer challenges if you play by the rule that creatures cannot share the same space. If this is the case, you'll likely want to reduce the size of the slumbering titan and have the characters occupy the squares around it.

For a great deal of fun, have a combat between other creatures and the characters take place on top of a slumbering titan. The monstrous mountain would attack the pesky creatures on its back indiscriminately. If the characters are lower level, this turns a typical combat encounter into one where the goal for the characters is survival!

Slumbering Titan

Gargantuan giant, chaotic evil

Armor Class 17 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	10 (+0)	12 (+1)	7 (–2)

Skills Athletics +13
Senses passive Perception 11
Languages Giant
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Keen Smell. The slumbering titan has advantage on Wisdom (Perception) checks that rely on smell.

Sleepy. The slumbering titan has disadvantage on saving throws against effects that put it to sleep. If the titan is the target of a *sleep* spell, treat its current hit points as half of what they are.

Actions

Multiattack. The slumbering titan makes three melee attacks or two ranged attacks. It can replace any of these attacks with fling or stomp.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage. The slumbering titan can deal half damage instead and grapple a Large or smaller creature (escape DC 21). The titan can grapple up to two creatures at a time.

Rock. *Ranged Weapon Attack*: +14 to hit, range 60/240 ft., one target. *Hit*: 31 (4d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Dexterity saving throw or fall prone.

Fling. The slumbering titan throws a Large or smaller creature grappled by it up to 60 feet horizontally. That creature takes 1d10 damage per 10 feet thrown and lands prone. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and fall prone.

Stomp (Recharge 5–6). The titan slams its foot down. Each creature on the ground within 30 feet of the titan must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 18 (4d8) bludgeoning damage and falls prone. If the save is successful, the creature takes half as much damage and doesn't fall prone.

Snarite

"I cut my hair every week for half a year last time one of those was spotted in my village. That was decades ago, but the habit of keeping my hair short stuck. Safer, I suppose."

Subtle Parasites. Not unlike the common head louse, snarites start incredibly small and pass from head to head with surprising ease. As thin and long as a strand of hair—or a thick braid when they are at their most powerful—snarites burrow into the scalp and grow slowly. If the creature they've attached to isn't the sort to regularly trim their hair, snarites can go unnoticed for years. By the time snarites are long and thick enough to be differentiated from normal hair, it's too late to get rid of them without a fight.

Wisdom Stealer. A short time after attaching to a host, a snarite can steal and affect the host's thoughts. Each year a snarite is attached to a host, the host's willpower and ability to process thoughts are lowered. The drive of the snarite is to grow until it reaches old age, after which it sheds hundreds of young snarites into the region to infect more humanoids.

Growing Out. A young snarite is indistinguishable from a strand of hair. As it grows, an adult snarite is easily confused with a long lock of hair. An old snarite looks like a long and luxurious head of hair or a thick ponytail.

Salvage

An old snarite can be woven into a *cap of bravery* (see Chapter 4). This requires a proficient weaver to spend 4 hours and 50 gp of components and then succeed on a DC 10 Dexterity (Sleight of Hand) check.

Lore

DC 10 Intelligence (Nature): If you trim your hair and one strand simply refuses to cut, you've probably found a snarite.

DC 15 Intelligence (History): Rumor speaks of remote villages where the citizens walk around in a stupor, and their hair seems to have a mind of its own.

DC 20 Intelligence (Arcana): Snarites are aberrations that disguise themselves as long strands of hair. They can affect the thinking of hosts, and killing them can be difficult because of their perch atop the head of an innocent victim.

Young Snarite

Tiny aberration, neutral evil

Armor Class 13
Hit Points 9 (2d4 + 4)
Speed 5 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Stealth +5
Senses passive Perception 10
Languages --
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Muddled Thoughts. Although a young snarite cannot control the actions of its host, it can cloud a host's thoughts, inclining the host to make poor or irrational decisions. The host also refuses to cut their hair, thus saving the young snarite from harm.

Wisdom Drinker. After being infected by a young snarite for a year, the host must succeed on a DC 10 Wisdom saving throw or permanently lose 2 points of Wisdom.

Actions

Tail. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) slashing damage.

Adult Snarite

Tiny aberration, neutral evil

Armor Class 14
Hit Points 18 (4d4 + 8)
Speed 5 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+4)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +5
Senses passive Perception 11
Languages --
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Muddled Thoughts. Although an adult snarite cannot control the actions of its host, it can cloud a host's thoughts, inclining the host to make poor or irrational decisions. The host also refuses to cut their hair, thus saving the adult snarite from harm.

Wisdom Drinker. After being infected by an adult snarite for a year, the host must succeed on a DC 11 Wisdom saving throw or permanently lose 2 points of Wisdom.

Actions

Tail. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d4 + 4) slashing damage.

Reactions

Deflect Damage. When the snarite is hit with a melee attack, it can deflect the attack's damage onto the host creature.

Old Snarite

Small aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 5ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	10 (+0)	16 (+3)	8 (–1)

Skills Stealth +6
Damage Immunities bludgeoning, piercing
Senses passive Perception 13
Languages --
Challenge 2 (450 XP) **Proficiency Bonus** +2

Muddled Thoughts. Although an old snarite cannot control the actions of its host, it can cloud a host's thoughts, inclining the host to make poor or irrational decisions. The host also refuses to cut their hair, thus saving the old snarite from harm.

Wisdom Drinker. After being infected by an old snarite for a year, the host must succeed on a DC 13 Wisdom saving throw or permanently lose 2 points of Wisdom.

Actions

Tail. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (3d4 + 4) slashing damage, and the target is grappled (escape DC 13). While grappled, the creature is restrained.

Constrict. A target that begins its turn grappled by the old snarite's tail takes 11 (3d4 + 4) slashing damage and is infected with 2 (1d4) young snarites.

Reactions

Deflect Damage. When the old snarite is hit with a melee attack, it can deflect the attack's damage onto the host creature.

Soman Vampire

"The rest of the world calls vampires monsters. In Soma, we call them 'your highness.'"

The Crimson Court. Vampires rule as part of the Crimson Court of Soma. These vampires openly declare their presence, presiding over a land shrouded in eternal night. The Crimson Court is a place of subtle political maneuvering interspersed with hedonistic indulgence, all at the expense of the serfs, who serve at their undead masters' whim.

Aristocratic Predators. Soman vampires worm their way into high society, seeking positions of power and authority, presupposing the vampire lacks those. In gaining immortality while retaining their appearance and sapience, vampires consider themselves superior to other undead and to mere mortals. To them, ruling is their right, and normal folk are little more than cattle.

Unique to Soma. Soman vampires are different from other vampires, which are detailed in chapter 2. Their special strain of vampirism gives them unique powers. They are careful to pass on their "gift" with their blood only to the worthy.

Salvage

Soman vampires crumble into dust when they die, and alchemists value that dust for its properties. The Morbus Doctore purchase vampire dust. Sold to such a buyer, one vampire yields dust worth 100 gp times its Challenge. The dust must be kept dry and out of direct sunlight to retain its value and usefulness.

Someone who has proficiency with alchemist's supplies can use the dust and other materials worth 500 gp to make an *elixir of life protection* (see chapter 4). Making the elixir takes 2 days and requires the alchemist to succeed on a DC 13 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Religion): Soman vampires are undead who feed on the blood of the living by night and the hard work of the living by day. These vampires can pass as human and live according to rules. Other Soman vampires shun their fellows who give in to bloodlust or needlessly terrorize mortals.

DC 15 Intelligence (Religion): Like other vampires, Soman vampires can't enter dwellings unless invited. Sunlight bothers them, but only the elder Soman vampires suffer as much in sunlight as normal vampires do. These elders also have other weaknesses common to other vampires, such as being paralyzed by a stake to the heart. Many Soman vampires get around the home ban by owning the homes that their serfs and servants live in, giving the vampire freedom to enter at any time.

DC 20 Intelligence (Arcana): The gaze of elder Soman vampires is particularly insidious, allowing them to infiltrate and manipulate the minds of mortals. They use this ability to retain their aristocratic hold over the Soman population.

Soman Vampire Berserker

Medium undead, any alignment

Armor Class 15 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Wis +4
Skills Intimidation +5, Perception +4
Damage Vulnerabilities radiant
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 14
Languages Soman and one other language
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Evasion. If the vampire is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the vampire instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Feeding Frenzy. When the vampire regains hit points from using its bite, it has advantage on its attack rolls until the end of its next turn.

Forbiddance. The vampire can enter a residence only with an invitation from one of that home's residents. If the vampire enters a house uninvited and involuntarily, it takes 1d10 psychic damage at the end of each of its turns while it remains there.

Misty Step (Recharge 5–6). As a bonus action, the vampire disappears in shadowy mist and teleports up to 30 feet to an unoccupied space it can see.

Sunlight Inability. The vampire has disadvantage on attack rolls and ability checks while in direct sunlight.

Actions

Multiattack. The vampire attacks twice with its longsword and once with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 10 (3d6) necrotic damage. The vampire regains hit points equal to the necrotic damage the target takes.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Reactions

Horrifying Revelation. When a creature within 30 feet of the vampire harms it, the vampire reveals a ghastly distortion of its true form to the attacker. The target must succeed on a DC 13 Wisdom saving throw or become frightened of the vampire for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, it is immune to this vampire's Horrifying Revelation for 24 hours.

Soman Vampire Sangromancer

Medium undead, any alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 97 (15d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Wis +4
Skills Arcana +4, Deception +7, Perception +4, Persuasion +7
Damage Vulnerabilities radiant
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 14
Languages Soman and two other languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Borrowed Blood. The vampire has six d12s it can use in place of Hit Dice to cast sangromancy spells. When the vampire regains hit points due to using its bite, it regains one of these d12s that it has used.

Evasion. If the vampire is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the vampire instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Forbiddance. The vampire can enter a residence only with an invitation from one of that home's residents. If the vampire enters a house uninvited and involuntarily, it takes 1d10 psychic damage at the end of each of its turns while it remains there.

Misty Step (Recharge 5–6). As a bonus action, the vampire disappears in shadowy mist and teleports up to 30 feet to an unoccupied space it can see.

Relentless Blood (1/Day). If damage reduces the vampire to 0 hit points, it can make a Charisma saving throw (DC 5 + the damage taken), unless the damage is radiant or from a critical hit. On a success, the vampire drops to 1 hit point instead.

Spellcasting. The vampire is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following sorcerer spells:
Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*
1st level (4 slots): *charm person*, *consumption*, *mage armor*
2nd level (3 slots): *darkness*, *sanguine shield*, *suggestion*
3rd level (3 slots): *fly*, *vampiric touch*
4th level (3 slots): *circle of scarlet*, *stoneskin*
5th level (2 slots): *insect plague*
6th level (1 slot): *heartseeker*

Sunlight Inability. The vampire has disadvantage on attack rolls and ability checks while in direct sunlight.

Actions

Multiattack. The vampire attacks once with its bite and once with its dagger.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage. The vampire regains hit points equal to the necrotic damage the target takes.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Horrifying Revelation. When a creature within 30 feet of the vampire harms it, the vampire reveals a ghastly distortion of its true form to the attacker. The target must succeed on a DC 16 Wisdom saving throw or become frightened of the vampire for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, it is immune to this vampire's Horrifying Revelation for 24 hours.

GM Advice: Vampires throughout fantasy rules rule the night. Soman vampires rule the day as well, as they are the leaders of the land. This makes Soman vampires much more dangerous—not because of their martial or magical powers, but because of their political power. Anything that the characters might use to fight the powers of the Soman vampires will soon become outlawed in Soma, the possession or use of it punishable by death. Characters opposing the Soman vampire leaders might easily find themselves hunted by the very population they are trying to save and free from oppression.

Soman Vampire Noble

Medium undead, any alignment

Armor Class 16 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Con +7, Wis +6
Skills Arcana +5, Deception +8, Intimidation +8, Perception +6, Persuasion +8
Damage Vulnerabilities radiant
Damage Resistances necrotic, poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Soman and two other languages
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Brute. A melee weapon deals one extra die of its damage when the vampire hits with it (included in the attacks).

Evasion. If the vampire is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the vampire instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Forbiddance. The vampire can enter a residence only with an invitation from one of that home's residents. If the vampire enters a house uninvited and involuntarily, it takes 1d10 psychic damage at the end of each of its turns while it remains there.

Guarded Mind. The vampire's emotions and thoughts can't be read.

Misty Step (Recharge 5–6). As a bonus action, the vampire disappears in shadowy mist and teleports up to 30 feet to an unoccupied space it can see.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Stake to the Heart. If a piercing weapon made of wood or silver is driven into the vampire's heart while the vampire is incapacitated, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire has disadvantage on attack rolls and ability checks while in direct sunlight. If the vampire starts its turn in direct sunlight, it takes 1d10 radiant damage.

Actions

Multiattack. The vampire attacks twice with its rapier, once with its dagger, and once with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 14 (4d6) necrotic damage. The vampire regains hit points equal to the necrotic damage the target takes.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Charm (1/Day). The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack, willingly failing the saving throw.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Creatures of the Night (1/Day). Provided it isn't in direct sunlight, the vampire magically calls 5 (2d4) swarms of bats or rats. While outdoors, the vampire can call 5 (2d4) wolves instead. The called beasts arrive in 2 (1d4) rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Reactions

Horrifying Revelation. When a creature within 30 feet of the vampire harms it, the vampire reveals a ghastly distortion of its true form to the attacker. The target must succeed on a DC 16 Wisdom saving throw or become frightened of the vampire for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, it is immune to this vampire's Horrifying Revelation for 24 hours.

Spythronar

"Armored corpses in the cavern, resting among thick strands of webbing, have sparks of lightning playing off them."

Shocking Arachnids. Spythronars are spiders touched by the power of the primordial Ilhara, transformed into aberrant, lightning-charged creatures. In addition to lightning powers, the Queen of Air and Shadow grants the former spiders malign intelligence, gifting even their webs with sentience.

Every aspect of a spythronar's life is a danger. The egg sacs release lightning. Electricity charges a mature swarm's bites. Their sentient webs weave, ensnare, and electrocute any creature near them

Clan Prey. The clans of Rune, Sýr, and Völgr have traditions of capturing, killing, or salvaging parts from spythronars. Each uses parts in their crafts and fighting arts. Members of these clans admire anyone experienced in battling spythronars and offer hospitality to those who can prove their expertise.

Salvage

Spythronar silk is prized, although it's worthless if acid or fire touched the web. One web can be used to make silk rope or fine clothing. A proficient alchemist can use the same amount of silk to produce a *potion of lightning resistance* or a dose of an oil that allows a metal weapon to deal 1d6 extra lightning damage for 1 hour. Producing either concoction takes 4 hours of work and a successful DC 13 Intelligence check.

A proficient weaver can turn three spythronar webs into a *rope of entanglement* or 10 webs into leather armor of lightning resistance. Doing either requires other materials worth 500 gp, 5 days of work, and a successful DC 15 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (Nature): Spythronar swarms can weave dangerous webbing, making egg sacs quickly. It takes them some time to weave a sentient web.

Spythronar Sac

Tiny aberration, unaligned

Armor Class 5
Hit Points 1 (1d4 – 1)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	1 (–5)	8 (–1)	1 (–5)	3 (–4)	1 (–5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses tremorsense 10 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

False Appearance. The spythronar sac appears to be a tangled ball of string, twigs, and dirt. Someone who can see the sac can identify it with a successful DC 15 Intelligence (Arcana or Nature) check.

Fragile. A creature who enters the spythronar sac's space must succeed on a DC 10 Dexterity saving throw, or the sac is destroyed.

Lightning Release. When the spythronar sac is destroyed, it releases lightning in a 10-foot radius. A creature who destroyed the sac by entering its space receives no saving throw. Other creatures in that area must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) lightning damage. Each spythronar swarm and web in this area instead gains advantage on its next attack roll.

Shocking Birth. When a spythronar sac takes lightning damage from a source other than another spythronar, it hatches, transforming into a spythronar swarm with half the normal hit points. This swarm rolls initiative and enters the combat.

DC 15 Intelligence (Arcana): The sentient spythronar webs adhere to you if you touch them, and they charge their silken strands with lightning.

Crushing spythronar egg sacs sets off a lightning discharge, but hitting them with lightning releases a new spythronar swarm.

Spythronar Web

Large aberration, neutral evil

Armor Class 13
Hit Points 65 (10d10 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	3 (–4)	8 (–1)	1(–5)

Damage Vulnerabilities fire
Damage Immunities lightning
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious
Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Adhesive. The spythronar web adheres to anything that touches it. To avoid adhering when touching the web, a creature must succeed on a DC 13 Strength saving throw, but a creature hit by the web's crush attack doesn't receive a saving throw. A Huge or smaller creature adhered to the web is also grappled by it (escape DC 13). If adhered to a target larger than it can grapple, the web can release the adhesive or remain adhered and be dragged along as the target moves. Neither choice requires an action from the web. Removing an object adhered to the web or the web from anything it's adhered to requires a successful DC 13 Strength (Athletics) check as an action.

Amorphous. The spythronar web can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the spythronar web remains motionless and takes no action, it is indistinguishable from a large, thick spider web.

Spider Climb. A spythronar web can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spythronar web knows the exact location of any other creature in contact with the same web.

Web Walker. The spythronar web ignores movement restrictions caused by webbing.

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage and Adhesive. The target is also restrained while grappled in this way, and the spythronar web can't crush another target.

Lightning Surge. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 9 (2d8) lightning damage. If the spythronar web has a creature grappled and attacks another target, the grappled creature also takes this damage.

Spythronar Swarm

Medium swarm of Tiny aberrations, neutral evil

Armor Class 13
Hit Points 45 (10d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	17 (+3)	10 (+0)	3 (–4)	11 (+0)	3 (–4)

Skills Stealth +5
Damage Immunities lightning
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Furtive. The spythronar swarm can use a bonus action to take the Hide action.

Spider Climb. The spythronar swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The spythronar swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny arachnid. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the spythronar swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The spythronar swarm ignores movement restrictions caused by webbing.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage and 9 (2d8) lightning damage, or 5 (2d4) piercing damage and 4 (1d8) lightning damage if the swarm has half of its hit points or fewer.

Weave (4/Day). The spythronar swarm weaves webbing, covering a 5-foot square. The swarm can then give up 1 hit point to create a spythronar sac in that space. If the swarm's webbing covers a 10-foot square, it can give up 23 hit points as part of the same action, creating a spythronar web with the same number of hit points. The swarm can't drop to 0 hit points to create a sac or web.

If the swarm weaves an incomplete web, that web is a normal web rather than a sentient, monstrous one. A creature that enters this normal web's space must succeed on a DC 10 Strength saving throw or become grappled (escape DC 10) and restrained while grappled in this way. Each 5-foot square of this web has AC 10; the damage vulnerabilities, immunities, and resistances of a spythronar web; and 5 hit points.

Steeds of Etharis

This entry details several special steeds that are found on Etharis. While these mounts are most often encountered being ridden by evil enemies, they might be trained and used by characters if properly trained and treated well.

Withered Steed

"Against the lightning, a tan horse dripping tattered flesh rears, its antlers and empty skull reflecting the light. Saddleless, it lowers its head to pull its master onto its back."

Rider-Bonded. Thought to have originated in Grarjord, the withered steed is a rare sight due to the difficulty of creating one. Withered steeds are the most loyal of all the summoned and created steeds in Etharis, living only as long as their creator.

Ritual Creation. To create a withered steed, a spellcaster must have at least one 4th-level spell slot and materials worth 5,000 gp, which the ritual consumes. The ritualist must remove and consume a living horse's heart under a full moon. In its place, a living raven encaged in tree roots must be inserted. The body must be buried with its head removed and a stag skull in its place. The creator pours 1 pint of their own blood over the body and places a rope necklace inscribed with runes of summoning magic placed around the corpse's throat. The ritual takes 6 hours. By the new moon, the withered steed frees itself from its grave.

Constructed Nature. A withered steed doesn't require air, food, drink, or sleep.

Salvage

When a withered steed dies, it becomes a mass of gore with a deer skull and a cage containing an undead raven. If someone frees the raven and cares for it for 10 days, it becomes bound to that person who can then summon it with a *find familiar* spell, provided the keeper is able to cast that spell by some means. This undead raven has the Immutable Form trait, and the damage and condition immunities of a withered steed.

Withered Steed

Large construct, neutral

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	5 (–3)	13 (+1)	5 (–3)

Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands one language its creator speaks but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Immutable Form. No effect can alter a withered steed's form.

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) bludgeoning damage and 10 (3d6) cold damage.

Lore

DC 15 Intelligence (Arcana): A withered steed is a construct with related immunities and damage resistances.

DC 20 Intelligence (Arcana): The steed's form can't be changed. If its master is slain, the steed is instantly destroyed.

Ghost Mustang

"The faint stench of death surrounds a translucent horse, a pale glow shining where its eyes should be. An ornate saddle jingles as it stomps in place."

Necromancer Steeds. Ghost mustangs are the favored mounts of necromancers, who often create these horses as an early experiment in mastering the arts of undeath. While loyal to their creator, a ghost mustang avoids the afterlife and endangers itself only if ordered to do so.

Ritual Creation. Ghost mustangs are ectoplasmic manifestations of wild horses that died of unnatural means. A spellcaster with at least one 4th-level spell slot can enact this ritual, using materials worth 5,500 gp, which the ritual consumes. A wizard of the school of necromancy must instead be 5th level. In a ritual performed at night, the creator creates a *magic circle* around the slain horse and places a drop of the creator's blood in each eye. The creator then incants for 6 hours. The body disappears during the ritual, and the ghost mustang appears to serve the creator 13 days later.

Undead Nature. A ghost mustang doesn't require air, food, drink, or sleep.

Salvage

The ghost mustang disappears when it dies, leaving behind puddles of ectoplasm. This substance can be used to brew a *potion of invisibility* when combined with a hair from the creator's head and materials worth 100 gp. This process requires proficiency with alchemist's supplies, a successful DC 15 Intelligence (Arcana) check, and 8 hours of work.

Lore

DC 10 Intelligence (Religion): A ghost mustang is undead, made of corporeal ectoplasm. It has related immunities and resistances, and it's hard to kill.

DC 15 Intelligence (Arcana): A ghost mustang is vulnerable to radiant damage, and that type of damage can keep the steed from surviving a killing blow.

Ghost Mustang

Large undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	5 (–3)	12 (+1)	7 (–2)

Damage Vulnerabilities radiant
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands one language its creator speaks but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the ghost mustang to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ghost mustang drops to 1 hit point instead.

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) bludgeoning damage and 10 (3d6) necrotic damage.

Crimson Stallion

"This fanged horse with scaly red skin stretched across its frame has cloven hooves dripping with dark oil. Embedded chains hold a black saddle to its back."

Infernal Mounts. Created in the Netherworld, these steeds come into existence when a contract for a Gift of Liberating Freedom is signed. Like most fiends, the crimson stallion can be summoned by learning its true name. These true names are often revealed in dreams to worthy owners, usually as rewards to fiends or mortals who have sent many souls to hell. Crimson stallions are reluctantly bound into service and fulfill their contracts, but rarely bond with their creators.

Ritual. Once a true name is discovered, a spellcaster with at least one 4th-level spell slot can summon a crimson stallion in a *magic circle* drawn using the summoner's blood and materials worth 5,000 gp, which the ritual consumes. The bond is completed when the summoner attaches a bridle made of humanoid sinew and chains to the fiend.

Salvage

A crimson stallion ignites upon death, burning the body to ash within seconds, leaving only the hooves. Each of these can be ground into a powder and used to create a vial of alchemist's fire. Doing so requires proficiency with alchemist's supplies, a successful DC 10 Intelligence check, and 2 hours of work per vial.

Lore

DC 15 Intelligence (Religion): A crimson stallion is a fiend that has related immunities and resistances.

DC 20 Intelligence (Arcana): A crimson stallion bite and hoof attacks are fiery.

Crimson Stallion

Large fiend, lawful evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (–2)	12 (+1)	7 (–2)

Damage Immunities fire, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages understands Infernal but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the crimson stallion's darkvision.

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) bludgeoning damage and 10 (3d6) fire damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 10 (3d6) fire damage.

Stygian Bat

"Normal bats eat bugs to survive. Stygian bats will eat you, and they'll do it for fun."

Corrupted Predators. Bats that dwell in places suffused with the energy of death can absorb such power and become big, monstrous horrors. These creatures are not only far more aggressive and bloodthirsty than their tiny cousins, they're also cruel. A stygian bat enjoys bringing death.

Salvage

Someone who has proficiency with leatherworker's tools can fashion the hides of four stygian bats into a *cloak of the stygian bat* (see chapter 4). Doing so takes 5 days of work and materials worth 500 gp.

Lore

DC 10 Intelligence (History): Where powerful undead creatures or other forces of death hold sway, normal bats can grow into blood-drinking monsters called stygian bats.

DC 15 Intelligence (Nature): Stygian bats are akin to giant bats, but they are cunning and cruel. They drink blood rapidly.

GM Advice: For an increased challenge for powerful characters, give the stygian bat the ability to grapple Medium and smaller creatures, and fly away with them. To make it reasonable, the stygian bat should only be able to fly at half speed when carrying a creature. And while this would let the bat carry a creature high into the air and drop it, this should only be done if you know that the players have resources to deal with that contingency, such as the *feather fall* spell.

Also note that while a stygian bat does not have the flyby trait, its swoop ability does allow it to knock targets prone, which means that flying away from a targeted creature would allow them to make opportunity attacks with disadvantage.

Stygian Bat

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	4 (–3)	13 (+1)	5 (–3)

Senses blindsight 120 ft., darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Echolocation. The stygian bat can't use its blindsight while deafened.

Keen Senses. The stygian bat has advantage on Wisdom (Perception) checks that rely on hearing.

Swoop. If the stygian bat flies at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or fall prone.

Actions

Multiattack. The stygian bat makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the stygian bat has advantage on the attack roll against a creature, that target takes an extra 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Styrkvisnar

"The appearance of the tripart styrkvisnar terrifies anyone viewing it, but it's presence hints at a master even more terrifying."

Monstrous Servant. When a powerful being of great evil, such as a memori lich, is created, residual power courses out into the world, changing and attracting nearby creatures. One such result is a styrkvisnar, a monster appearing to be part wolf, part eagle, and part seal.

Corrupt Connection. Styrkvisnars bond with potent evil beings, becoming servants and scouts. Such a bond takes 24 hours to establish. Once the bond forms, the styrkvisnar makes every effort to carry out the wishes of its new master. It uses its shapechanger ability to accomplish tasks for which a monstrous form won't do.

Salvage

Someone who has proficiency with leatherworker's tools can fashion the hide of a styrkvisnar into a *cloak of therianthropy* (see chapter 4). Doing so takes 10 days, other materials worth 2,000 gp, and a successful DC 15 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (History): A styrkvisnar is a monstrous blend of a wolf, eagle, and seal. It can shapechange into a humanoid.

DC 15 Intelligence (Arcana): Styrkvisnars are created by or attracted to the welling of power at points where mighty and wicked creatures permanently transform into a monstrous being, such as a lich. The styrkvisnar serves the reborn being.

Styrkvisnar

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 40 ft.; in hybrid form, 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Wis +5
Skills Deception +3, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 12
Languages up to three languages (can't speak in hybrid form)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Adaptable Warrior. The styrkvisnar has proficiency with improvised, martial, and simple weapons.

Hold Breath. The styrkvisnar can hold its breath for 30 minutes.

Keen Hearing, Sight, and Smell. The styrkvisnar has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

Legendary Resistance (1/Day). If the styrkvisnar fails a saving throw, it can choose to succeed instead.

Shapechanger. The styrkvisnar can use its action to polymorph into the form of a Medium humanoid or back into its true form, which is a hybrid of eagle, seal, and wolf. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. If in hybrid form, the styrkvisnar makes one bite attack, one tail attack, and one attack with its talons. In humanoid form, the styrkvisnar makes three attacks, either unarmed or with a weapon.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Tail (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone.

Talons (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Thunderous Roar (Recharge 6). The styrkvisnar roars, unleashing thunder in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) thunder damage on a failed save, or half as much damage on a successful one. The roar is audible over 1 mile.

Legendary Actions

The styrkvisnar can take 2 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The styrkvisnar regains spent legendary actions at the start of its turn.

Attack. The styrkvisnar attacks once.

Move. The styrkvisnar can move up to its speed in any mode available to it. This movement doesn't provoke opportunity attacks.

Sunwraith

"An eclipse can drive the superstitious to extremes. But imagine an eclipse charging at you with murderous intent. That's a sunwraith."

Corrupted Celestials. Powerful fiendish or undead beings seek ways to harness and pervert celestial power. Sunwraiths result when such creatures succeed in corrupting a mighty celestial and stripping it of its sense of self.

Living Eclipse. Sunwraiths are luminous, vaguely humanoid beings of white light with a golden halo. When the pious approach, the sunwraith reveals its shadowy form, like that of an eclipse, with a luminous or prismatic corona.

Salvage

When a sunwraith dies, it disintegrates, leaving behind a golden gem shot through with obsidian veins. This jewel is a *gem of brightness* with 2d10 charges. The jewel can be thrown up to 60 feet, where it is destroyed as it releases a *flame strike* (save DC 15) that has a 50% chance to deal necrotic damage rather than radiant, and it deals 1 extra damage of that type per charge the gem had remaining.

Lore

DC 15 Intelligence (Religion): Celestials can be corrupted, and a sunwraith is a product of one corrupting process. When the corrupt celestial kills, it can subjugate the victim's spirit.

DC 15 Intelligence (Arcana): Sunwraiths are resistant to necrotic and radiant damage, and they deal that damage. Magic weapons are most effective against this monster.

DC 20 Intelligence (Arcana): A sunwraith's corona flashes when someone who isn't next to the sunwraith harms it. This flash can be blinding.

Sunwraith

Large celestial, chaotic evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Wis +7, Cha +8
Skills Perception +7
Damage Resistances radiant, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 17
Languages Celestial, Infernal, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Magic Resistance. The sunwraith has advantage on saving throws against spells and other magical effects.

Sunwraith Weapons. The sunwraith's weapon attacks are magical. When the sunwraith hits with any weapon, the weapon deals an extra 4d8 necrotic or radiant damage (it's choice, included in the attacks).

Actions

Multiattack. The sunwraith makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage and 18 (4d8) necrotic or radiant damage.

Life Burn (Recharge 6). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 30 (6d8 + 3) necrotic or radiant damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid that dies from this effect rises as a specter at the start of the sunwraith's next turn. The specter is under the sunwraith's command, following orders to the best of its ability. A sunwraith can control seven specters at a time.

Reactions

Blinding Corona. When an attack or effect harms the sunwraith from farther than 5 feet from it, the attacker must succeed on a DC 16 Constitution saving throw, provided it can see the sunwraith, or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Suture Golem

"Just because it's made to gather corpses doesn't mean it can't harm the living."

Corpse Seeker. Gathering corpses for necromantic rituals is difficult, dirty work. Powerful arcanists delegate that work to constructs. Suture golems are that sort of construct, made to bring corpses back to their masters. If corpses are hard to find, the golem can make them.

Wire Body. A suture golem is a hulking mass of flesh and tough wire. The magic imbued in the construct allows it to use its filaments as limbs. These entangling threads work well to grab and hold those the golem intends to return to its master.

Salvage

Someone who has proficiency with weaver's tools can use the wire from one suture golem to make a *living net* (see chapter 4). Doing so takes 3 days of work and other materials worth 100 gp. Someone must cast *hold person* on the net each day of its crafting.

Lore

DC 10 Intelligence (History): Suture golems are constructed of body parts and wires. Necromancers use them to collect corpses. However, the golem can use its abilities to entangle and restrain living beings.

DC 15 Intelligence (Arcana): A suture golem is immune to nonmagical weapon attacks. However, adamantine weapons can harm it, as can slashing weapons, although adamantine or magic slashing weapons are more effective. The golem's attacks are magical.

Suture Golem

Large construct, unaligned

Armor Class 13
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	5 (–3)	12 (+1)	4 (–3)

Skills Athletics +6
Damage Immunities poison; bludgeoning and piercing from nonmagical attacks that aren't adamantine
Damage Resistances slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Immutable Form. The suture golem is immune to any spell or effect that would alter its form.

Magic Resistance. The suture golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The suture golem's weapon attacks are magical.

Suture Constrict. The suture golem can't attack creatures restrained by it, but it can use a bonus action to deal 8 (2d4 + 3) bludgeoning damage to each creature restrained by it.

Actions

Multiattack. The suture golem makes two attacks.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) bludgeoning damage and 5 (2d4) piercing damage.

Suture Whip. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 8 (2d4 + 3) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) and pulled to within 5 feet of the suture golem, and the suture golem can't use its suture whip on another target until the grapple ends. If the golem hits the creature again while it's already grappled by the suture whip, the grapple ends, and the creature is pulled into the golem's space, sutured to the golem, and restrained. A creature restrained in this way moves with the golem, which can move at its full speed while restraining one creature or at half its speed while restraining two. A creature restrained by the golem can escape as if from the original grapple but has disadvantage to do so. If the golem is destroyed, creatures are no longer restrained by it.

Svangras

"In a world fraught with danger, sometimes even the underfoot flora is deadly."

Cursed Grass. Stories claim that imps plant svangras, but it really grows in places where travelers died, particularly from exhaustion. Svangras is a bulb plant that looks like a large onion that can move on small tendrils. When svangras forms, grass in its area falls under its control. Anyone walking on svangras is said to be doomed to unending exhaustion.

Salvage

Where svangras grows, treasure and remains might be found. Finding valuables could require searching the area, and a search could turn up almost anything. The value tends to be 50 gp or fewer.

Lore

DC 10 Intelligence (Nature) or Wisdom (Survival): Svangras can easily be mistaken for an ordinary onion.

DC 15 Intelligence (Nature): Svangras is immune to being blinded, deafened, and frightened.

DC 20 Intelligence (Arcana): Being close to svangras allows the plant to sap your life force.

Svangras

Tiny plant, unaligned

Armor Class 10
Hit Points 5 (2d4)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	10 (+0)	10 (+0)	1 (–5)	6 (–2)	1 (–5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

False Appearance. While the svangras remains motionless, it is indistinguishable from an ordinary wild onion.

Actions

Tendril. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) necrotic damage.

Sapping Grass (1/Day). Each nonplant creature on the ground within 20 feet of the svangras must succeed on a DC 10 Constitution saving throw or take 5 (2d4) necrotic damage. Those who fail by 5 or more also gain one level of exhaustion. If the svangras uses this action while motionless, it doesn't give up its false appearance.

Swarm of Ears

"I was minding my business, digging in the mines, and my ear ripped off my head and flew away!"

Obscure Omen. Ears heed the call, the hum, of the kokela. Those near but unaware of the kokela can lose their right ear. It rips off the head and flies away, heading for the kokela. This weird loss of ears is a sign of the end, an odd and obscure event that herald's the kokela's singing the final song.

Despicable Devotion. Swarms of ears are devoted to protecting the kokela and ensuring it can achieve its only purpose. These swarms attack anything that isn't aiding the kokela, such as the chosen one and that individual's allies. A swarm can sacrifice itself to keep the kokela alive. Swarms of ears might also be found roaming, performing some bizarre tasks only it and the kokela know.

Salvage

Someone who has proficiency with leatherworker's tools can sew the still-living ears that remain after a swarm of ears disperses to create a *cloak of the listener* (see chapter 4). If a swarm uses Sacrifice, no ears remain alive. Crafting the cloak takes 5 days and requires other materials worth 500 gp.

Lore

DC 15 Intelligence (Arcana): The swarm of ears is bizarre and might seem harmless, but it overwhelms with psychic dissonance and releases wax to hinder movement.

DC 20 Intelligence (History): This swarm can sacrifice itself to the kokela, healing that abomination.

DC 25 Intelligence (Arcana): As with the kokela, a deafened swarm is significantly weakened.

Swarm of Ears

Large swarm of Tiny aberrations, chaotic evil

Armor Class 15
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	3 (–4)	6 (–2)	3 (–4)

Saving Throws Int +0, Wis +2, Cha +0
Skills Perception +2
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, exhaustion, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Keen Hearing. The swarm of ears has advantage on Wisdom (Perception) checks that rely on hearing.

Pain Transfer. When the swarm takes damage and creatures charmed by it are in its space, divide the damage in half. The swarm takes one half, and the other half is divided among creatures charmed by the swarm in its space.

Sound Dependent. While deafened, the swarm of ears can't use its blindsight, and creatures have advantage on saving throws against the swarm's Overwhelming Whispers.

Swarm. The swarm of ears can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Waxy Discharge. The swarm's space is covered with viscous wax that dries quickly as the swarm moves. This area is difficult terrain for creatures other than swarms of ears and creatures charmed by them.

Actions

Overwhelming Whispers. Each creature in the swarm's space must succeed on a DC 15 Wisdom saving throw or take 22 (4d10) psychic damage, or 11 (2d10) psychic damage if the swarm has half of its hit points or fewer, and become charmed until the start of the swarm's next turn by the whispers coming from the movement of the ears. A creature charmed in this way must use its reaction to move with the swarm, remaining in its space if possible. Any movement a creature uses during this reaction can't be used during the creature's turn.

Sacrifice. If the swarm of ears is in the kokela's space, the swarm can destroy itself. The kokela regains hit points equal to the swarm's current hit points when it uses this action.

Tachna

"Works of art can truly captivate with their physical and emotional beauty. Sometimes the trick becomes freeing yourself from this captivity."

Warped Works. Tachnae are created when powerful aberrations manifest in proximity to (or create) works of art. Chaotic energy from the Aether Kindred mutates the artwork, giving them sentience and malicious appetites. This most often affects paintings, frescos, mosaics, and tapestries.

Captivating Content. Tachnae feed upon creatures who gaze upon or touch them. Victims of tachna attacks may notice subtle changes in the surface of the artwork's medium and abnormalities in the subject content. For example, a summer landscape may show signs of rot spreading through the greenery, portrait faces twist into wicked, baleful grins, and buildings crumble or walls begin to bleed.

Macabre Endings. Creatures killed by a tachna are depicted as hidden details within the work of art.

Garish Galleries. Powerful bursts of energy from the prison realm of the Aether Kindred can corrupt nearby galleries or museums. If left unchecked, these sentient demiplanes spread, threatening entire communities.

Salvage

When the tachna is defeated, the chaotic energy that cause the mutation is driven from the creature, making it a normal work of art. These works of art often fetch twice their normal prices by collectors who revel in the knowledge that the work has been touched by otherworldly forces.

Tachna

Small aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 66 (12d6+ 24)
Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Deception +5, Stealth +6
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, sleep
Senses truesight 120 ft., passive Perception 13
Languages -
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Demiplane. The subject content of the tachna becomes a 40 ft. by 40 ft., sentient demiplane, designed to lure and trap victims of the tachna's bloodthirsty appetite. Creatures examining or touching a tachna must make a DC 13 Charisma saving throw or be pulled into the tachna's demiplane, in a random location, chosen by the DM. Those touching a tachna are pulled in without a save. Once trapped inside, the only way to leave is to defeat the tachna, which can be attacked from inside it.

A creature who succeeds on the saving throw is immune to this trait for 1 hour.

Actions

Multiattack. The tachna uses tremor (if available) and makes two tentacle attacks.

Tentacle. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 13 (2d8+ 4) slashing damage.

Tremor (Recharge 5-6). The demiplane shakes violently. Every creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Any equipment worn or carried by previous victims of the tachna are ejected when the creatures is killed.

There's a 10% chance that any tachna comprised of paint or dye leaks forth a substance that can be transformed into *marvelous pigments*. The process involves someone proficient with painter's tools succeeding on a DC 20 Intelligence (Arcana) check after spending 3 days and 500 gp worth of components. This creates 1 pot of the pigment.

Lore

DC 10 Intelligence (Nature): Tachnae have never been known to inhabit wood carvings or stone monuments due to their close ties to the natural world.

DC 15 Intelligence (History): A well-known art district became infested with tachnae once. The entire section of town was abandoned and cordoned off.

Tachna Gallery

Huge aberration, chaotic evil

Armor Class 19 (natural armor)
Hit Points 250 (20d12+ 120)
Speed -

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+3)	22 (+6)	18 (+4)	16 (+3)	22 (+6)

Saving Throws Dex +9, Con +8, Wis +12, Cha +12
Skills Deception +12, Stealth +9
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, sleep
Senses truesight 120 ft., passive Perception 13
Languages -
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the tachna gallery fails a saving throw, it can choose to succeed instead.

Demiplane. The subject content of the tachna becomes a 60 ft. by 60 ft., sentient demiplane, designed to lure and trap victims of the tachna gallery's bloodthirsty appetite. Creatures examining or touching any art within the tachna gallery must make a DC 20 Charisma saving throw or be pulled into the tachna gallery's demiplane, in a random location, chosen by the DM. Those touching a tachna are pulled in without a save. Once trapped inside, the only way to leave is to defeat the tachna, which can be attacked from inside it.

A creature who succeeds on the saving throw is immune to this trait for 1 hour.

Psychic Aura. At the start of each of the tachna gallery's turns, each creature within its demiplane takes 21 (6d6) psychic damage.

Actions

Multiattack. The tachna uses tremor and makes three tentacle attacks.

Tentacle. *Melee Weapon Attack*: +18 to hit, reach 60 ft., one target. *Hit*: 22 (4d8+ 4) slashing damage.

Tremor. The tachna gallery shakes violently. Every creature must succeed on a DC 20 Strength saving throw or be knocked prone.

Mind Blast (Recharge 6). The tachna gallery emits psychic energy targeting all creatures within 60 feet. Each creature must succeed on a DC 20 Intelligence saving throw or take 54 (12d8) psychic damage and be stunned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DC 20 Intelligence (Arcana): A tachna forms a sentient demiplane within warped works of art. The belongings of those killed by a tachna spill onto the ground, along with the survivors who vanquish it.

Tangle Weed

"Tangle weed, tangle weed, grows in the lake.
Tangle weed, tangle weed, your neck will break.
Tangle weed, tangle weed, pulls you down.
Tangle weed, tangle weed, you will drown."
-children's nursery rhyme

Hiding in Plain Sight. Tangle weeds grow in stagnant lakes and slow-moving rivers amidst other plants and algae. The long, feathery strands are difficult to differentiate from less dangerous lake plants.

Drowning Danger. While tangle weed constricts its prey, the real danger is the environment. Tangle weed drags its prey underwater where drowning is possible.

Whipping Strands. Pulling a victim free of the tangle weed is harder than it looks. The plant makes attacks against any creature pushed, pulled, or shoved out of its grasp, often grabbing the victim again before allies move them clear.

Salvage

The strands of a tangle weed can be gathered and combined with 25 gp of components to create a *potion of growth*. This requires a proficient arcanist to succeed on a DC 15 Intelligence (Nature) check after 4 hours of work.

Lore

DC 10 Intelligence (History): Tangle weed looks like normal lake-grown seaweed, but it feeds on the rotting corpses of those it drags into stagnant lakes.

DC 15 Intelligence (Nature): Tangle weed constricts its victims, dragging them underwater.

DC 20 Intelligence (Nature): When a creature is broken out the tangle weed's grapple, it makes another attack against them as a reaction to potentially grapple them again.

Tangle Weed

Large plant, unaligned

Armor Class 9
Hit Points 51 (6d10 + 18)
Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (–5)	10 (+0)	1 (–5)

Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages –
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the tangle weed remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack*: +6 to hit, reach 15 ft., one target. *Hit*: The target takes 8 (1d8 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and at the end of the tangle weed's turn it pulls each creature grappled by it 5 feet toward its roots.

Reactions

Whipping Strand. When a creature being grappled by the tangle weed is subject to an effect that moves it, the tangle weed can use its reaction to make another constrict attack against the creature.

Tar Creep

"The slithering thing stank of pitch. It said not a word as it drowned your father within its slick skin."

Elemental Hate. A tar creep is a toxic, volatile elemental that slithers into the material world to sow destruction. The creature doesn't speak, but it looses chuckling gurgles as it kills, and it gyrates in mockery of the pain and anger of others. Each kill emboldens the tar creep more.

Pitch Dwellers. In bubbling tar pits or where oily sludge flows, tar creeps lurk. A tar creep seeks such areas of comfort, moving about only when forced to, destroying all life in its path. If such life comes close to a creep's sanctuary, it slips out, slyly at first, until it gets close enough to strike. Then, the creep rises in roughly humanoid form and engulfs its prey.

Tar Creep

Large elemental, chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	5 (–3)	10 (+0)	5 (–3)

Skills Stealth +6
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amorphous. The tar creep can move through a space as narrow as 1 inch wide without squeezing.

Kindle. When a tar creep takes fire damage, it ignites. The creep's slam attacks then adhere flaming pitch to foes, dealing an extra 4 (1d8) fire damage and igniting them, too. In either case, until an ignited creature takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Actions

Multiattack. The tar creep makes two slam attacks. It can use engulf in place of either attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained. The tar creep can grapple up to two creatures at a time.

Engulf. One creature grappled by the tar creep must succeed on a DC 15 Strength saving throw or be pulled into the creep's body. An engulfed target is blinded, restrained, unable to breathe, and has total cover from effects that originate outside the creep. At the start of each of the creep's turns, the engulfed creature takes 13 (3d8) bludgeoning damage and the same fire damage the creep takes from Kindle, if any. The creep can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make its choice of a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes and uses 5 feet of movement to enter a space of its choice within 5 feet of the creep.

If the creep dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement.

If a creature dies while engulfed by the creep, the creature's body dissolves inside the elemental. The creep expels anything the creature wore or carried.

Tar Juggernaut. Tar creeps grow as they absorb organic material. They can become massive. In such a form, the juggernaut, fearing nothing, gives up all subtlety. It rolls over foes, killing indiscriminately and without remorse.

Elemental Nature. A tar creep doesn't require air, food, drink, or sleep.

Salvage

The remains of a tar creep can be used as the main ingredient for alchemist's fire. The remains of one tar creep provides enough pitch to cut the cost of making ten flasks of alchemist's fire by 50%. A tar juggernaut provides enough material to cut the cost for twenty-five flasks.

Lore

DC 10 Intelligence (Arcana): Tar creeps are elementals with resistances to nonmagical damage and immunity to poison.

DC 15 Intelligence (Arcana): A tar creep isn't vulnerable to fire, but it continues to burn if it ignites. This fire hurts the tar creep, but it can also ignite the elemental's foes.

GM Advice: Ranged attacks might be important for more powerful monsters to have, especially if the powerful characters they oppose have a variety of ways to attack from a distance. The tar juggernaut's Engulfing Charge may help in such cases, but other options can be helpful. If you find the tar juggernaut needs a ranged attack, consider the following:

Hurl Tar. *Ranged Weapon Attack:* +10 to hit, range 50/150 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target makes ranged weapon or spell attacks with disadvantage.

Tar Juggernaut

Huge elemental, chaotic evil

Armor Class 15 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	20 (+5)	5 (–3)	10 (+0)	5 (–3)

Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amorphous. The tar juggernaut can move through a space as narrow as 1 inch wide without squeezing.

Engulfing Charge. If the tar juggernaut moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 18 Strength saving throw or fall prone. If the target is prone and a Medium or smaller creature, the juggernaut can use Engulf against it as a bonus action.

Kindle. When a tar juggernaut takes fire damage, it ignites. The juggernaut's slam attacks then adhere flaming pitch to foes, dealing an extra 11 (2d10) fire damage and igniting them, too. In either case, until an ignited creature takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Siege Monster. The tar juggernaut deals double damage to objects and structures.

Actions

Multiattack. The tar juggernaut makes three slam attacks. It can use engulf in place of any attack.

Slam. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained. The tar creep can grapple up to two creatures at a time.

Engulf. One Medium or smaller creature grappled by or prone within 5 feet of the tar juggernaut must succeed on a DC 18 Strength saving throw or be pulled into the juggernaut's body. An engulfed target is blinded, restrained, unable to breathe, and has total cover from effects that originate outside the juggernaut. At the start of each of the juggernaut's turns, the engulfed creature takes 22 (4d10) bludgeoning damage and the same fire damage the juggernaut takes from Kindle, if any. The juggernaut can have up to one large or two medium or smaller creatures engulfed at a time.

An engulfed creature can try to escape by taking an action to make its choice of a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes and uses 5 feet of movement to enter a space of its choice within 5 feet of the juggernaut.

If the juggernaut dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement.

If a creature dies while engulfed by the juggernaut, the creature's body dissolves inside the elemental. The juggernaut expels anything the creature wore or carried.

Thornhost

"I always carry a knife around these parts. Some of the plants around here have poison thorns, sure, but others have something far worse."

Grisly Puppeteers. Often mistaken for zombies, thornhosts are parasitic plants that propagate through burrowing thorns. Once the thorns sink into flesh, they spread roots throughout the body, eventually controlling the still-living but brain-dead body of the host. This body withers as if from a wasting disease, and a thorny mass forms in the abdomen.

Walking Bomb. Once a thornhost has matured, the central mass swells and becomes unstable. The plant forces the body toward areas of high population, seeking to maximize the number of potential hosts. When its life becomes endangered, the plant bursts, shooting thorny seeds in all directions.

Salvage

Thorns from a thornhost can be fashioned into darts or blowgun needles. Each thornhost produces 4d4 thorns useful for this purpose. Someone who has proficiency with smith's tools or woodcarver's tools can make the darts or needles. A creature struck by one of these darts or needles must succeed on a DC 10 Constitution saving throw at the end of their next turn or take 1d4 piercing damage as the semiliving thorn burrows in. A creature can prevent the extra damage by taking an action to remove the clinging dart point or needle. Each dart or needle functions this way only once and is ruined after use, its point missing.

Lore

DC 10 Intelligence (Nature): A thornhost is a plant creature that infests and controls a humanoid body. The thornhost's thorns burrow into a victim to grow a new plant.

DC 13 Intelligence (Nature): When in danger or among numerous potential hosts, the plant can explode, spreading thorns over a wide area.

Thornhost

Medium plant, unaligned

Armor Class 11 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	3 (–4)	12 (+1)	3 (–4)

Damage Vulnerabilities fire, poison
Damage Resistances piercing
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Thorn Rot. A humanoid that takes damage from a thornhost's thorns or burst must succeed on a DC 12 Constitution save or take 2 (1d4) more piercing damage as the thorn burrows for 3 rounds. Upon failing three saves, the damage ends, but the thorn takes root, the humanoid can't regain the hit points lost to the thorn while the infection lasts, and the humanoid gains one level of exhaustion as fever and delirium set in. During the first 24 hours, the thorn can be removed, but doing so requires someone who has proficiency in the Medicine skill to succeed on a DC 15 Wisdom (Medicine) check. If the thorn remains, at the end of each long rest, the infected creature must succeed on a DC 12 (+1 per thorn, up to DC 15) Constitution saving throw or gain one level of exhaustion. If the creature dies from exhaustion, its soul departs its still-living body and it becomes a new thornhost with no levels of exhaustion.

Actions

Thorns. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Burst. The thornhost dies, sending thorns flying in a 20-foot radius. Each creature in that area must make a DC 12 Dexterity save, taking 12 (4d4 + 2) piercing damage on a failed save, or half as much damage on a successful one.

Toymaker

"Good little children get to sleep through the night. Bad little children get a visit from the toymaker."

Evil Hunter of the Naughty. Dark, cold nights bring out a hunter with a keen eye for wrongdoers. The creature known as the toymaker scouts settlements, searching for people with dark secrets. Such a person gets a nocturnal visit, leaving their household a bloody graveyard. The toymaker targets those who have committed terrible acts, but it has no qualms attacking anyone standing in the way.

A Sight of Blood and Bone. The toymaker is a hunched, skinless humanoid with bone poking through bare muscle. It has a grinning face covered in a white "beard" of boney spines. When the toymaker is angry or excited, its grin grows wider, and its beard chitters as the spines click together. However, it can also appear as a white-haired human with a jolly countenance, especially when creating its toys.

Footsteps on the Roof. The toymaker enters houses by nontraditional means, such as the attic or chimney. When people know a toymaker is about, they block their windows and keep fires burning through the night. In addition to its unusual entrance habits, the toymaker rarely leaves tracks.

Bag of Toys. The toymaker stuffs victims in a great leather bag. Back in its lair, the toymaker puts survivors to work making "toys" out of remnants of other victims. These survivors work this way until they escape or die. Someone who can no longer make toys becomes a toy.

Salvage

The toymaker's bag of toys is made from a strange material and can hold much more than its exterior size indicates. This can be made into a *bag of holding*, but it must be refined from its previous macabre use. Someone who has

proficiency with leatherworker's tools can apply fresh oils produced by someone who has proficiency with alchemist's supplies, using materials worth 100 gp. Someone must also cast *remove curse* on the bag. The process takes 8 hours, and the leatherworker and alchemist must succeed on a DC 13 Intelligence check with their tools. If *remove curse* isn't cast on the bag, or the alchemist's check fails, the bag can, if the GM chooses, become a *bag of devouring*.

Lore

DC 10 Intelligence (History): The toymaker knows what crimes and wrongdoings others have committed, and it uses this information to choose its prey. The worse a person's crimes, the more likely they are to get a visit from the toymaker.

DC 15 Intelligence (Arcana): The toymaker has innate magical abilities that allow it to change size and unlock doors. It's a winter fey inured to cold.

DC 20 Intelligence (Arcana): The toymaker can produce toy servants from a huge bag that it carries. These servants are dangerous and extremely aggressive.

Toymaker

Medium fey, chaotic evil

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +7
Skills Perception +7, Sleight of Hand +6, Survival +7
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 17
Languages Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Innate Spellcasting. The toymaker's spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:
At will: *enlarge/reduce, knock, mending*
2/day: *pass without trace*

Magic Resistance. The toymaker has advantage on saving throws against spells and other magical effects.

Naughty List. The toymaker knows if a humanoid it can see has committed a serious crime and whether the person has been punished for the crime.

Winter Footing. The toymaker ignores difficult terrain created by ice or snow.

Actions

Multiattack. The toymaker makes three claw attacks.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The toymaker can grapple only one creature at a time.

Beard Spines (Recharge 5–6). The toymaker launches spines from its chin in a 30-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 26 (4d12) piercing damage on a failed save, or half as much damage on a successful one.

Bag of Toys (Recharges after a Toy is Destroyed). The toymaker reaches into its bag and pulls out one random toy (roll 1d4)—1 Bloody Teddy, 2 Box-Bound Jack, 3 Dolly, 4 Marie O'Nett—and tosses the toy into an unoccupied space within 10 feet. This toy is the toymaker's ally, and it takes its turn just after the toymaker. The toy obeys the toymaker's verbal commands (no action for the toymaker). If issued no commands, the toy attacks a creature that isn't the toy's ally.

Reactions

Bag. If a creature grappled by the toymaker fails to escape, the creature must succeed on its choice of a DC 16 Strength or Dexterity saving throw or the grapple ends, and the creature is stuffed into the bag the toymaker carries. While in the bag, the target is blinded and restrained, and it has total cover against anything that originates outside the bag.

If the toymaker uses the Bag of Toys action, any creature inside the bag is released, falling prone in a space within 5 feet of the toymaker. The same result occurs if the bag takes 25 damage or more on a single turn from a creature inside it. In this case, the toymaker can't use its Bag of Toys action until the bag is repaired. If the toymaker dies, a creature is no longer restrained in the bag and can escape from it by using 10 feet of movement, exiting prone.

Box-Bound Jack

Small construct, chaotic evil

Armor Class 13
Hit Points 45 (10d6 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	5 (–3)	10 (+0)	5 (–3)

Skills Athletics +5, Acrobatics +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Sylvan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Box Jumper. As a bonus action, Box-Bound Jack can jump without provoking an opportunity attack. Box-Bound Jack can long jump up to 20 feet and high jump up to 10 feet, with or without a running start.

Immutable Form. No effect can alter Box-Bound Jack's form.

Actions

Multiattack. Box-Bound Jack makes two cymbal attacks.

Cymbal. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) thunder damage.

Dissonant Clash (Recharge 5–6). Box-Bound Jack bangs its cymbals, creating a thunderous cacophony in a 15-foot sphere originating from Jack. All creatures in the area must succeed on a DC 11 Constitution saving throw, taking 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one.

Reactions

Bouncing Escape. When Box-Bound Jack ceases being grappled or restrained, such as when released from the toymaker's bag, Box-Bound Jack can jump up to 20 feet and make one cymbal attack.

Dolly

Small construct, chaotic evil

Armor Class 12
Hit Points 45 (10d6 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	5 (–3)	10 (+0)	5 (–3)

Skills Stealth +6
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Immutable Form. No effect can alter Dolly's form.

Actions

Multiattack. Dolly uses creepy voice and makes one touch attack.

Touch. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 5 (2d4) psychic damage, and the target must succeed on a DC 11 Constitution saving throw or become restrained until the end of Dolly's next turn.

Creepy Voice. Each creature within 15 feet of and able to hear Dolly must make a DC 11 Wisdom saving throw. On a failure, a creature takes 5 (2d4) psychic damage and becomes frightened of Dolly until the end of Dolly's next turn. On a successful saving throw, a creature can't be frightened of Dolly's voice for 1 hour but can still take the damage.

Reactions

Crying Escape. When Dolly ceases being grappled or restrained, such as when released from the toymaker's bag, Dolly crawls 15 feet, stands up, and uses creepy voice.

Bloody Teddy

Small construct, chaotic evil

Armor Class 11 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

Skills Athletics +6
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Sylvan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charge. If Bloody Teddy moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or fall prone.

Immutable Form. No effect can alter Bloody Teddy's form.

Actions

Multiattack. Bloody Teddy makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) piercing damage.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Reactions

Released Rush. When Bloody Teddy ceases being grappled or restrained, such as when released from the toymaker's bag, Bloody Teddy can move 20 feet and make one slam attack, using charge if able.

Marie O'Nett

Small construct, chaotic evil

Armor Class 13
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	5 (–3)	10 (+0)	5 (–3)

Skills Acrobatics +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Sylvan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Immutable Form. No effect can alter Marie O'Nett's form.

On Strings. Marie O'Nett can high jump up to 30 feet. It takes no falling damage when descending from this jump.

Spellbinding Movement. When Marie O'Nett moves, it can choose one creature within 30 feet of and able to see it. That creature must succeed on a DC 11 Wisdom saving throw or take 3 (1d6) psychic damage and become charmed by Marie O'Nett until the end of Marie's next turn or the target takes more damage. While charmed in this way, the creature's speed is halved.

Actions

Multiattack. Marie O'Nett makes two whip attacks.

Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Reactions

Hoisted Escape. When Marie O'Nett ceases being grappled or restrained, such as when released from the toymaker's bag, Marie high jumps up to 30 feet, evoking spellbinding movement.

Trennensel

"The cattle lows mournfully as the twisted shape, batlike and somehow childlike, drinks deeply of the bovine's blood. The farmer blanches before dropping his pitchfork and fleeing in terror."

Flying Blood Drinkers. Trennensels are batlike and hairless. They come in a variety of skin colors, and they can be mistaken for flying humanoids. They drink blood. Due to their lack of hair, they need to consume more to maintain body heat.

A trennensel prefers to feed on livestock, making the creatures pests to ranchers. They roost in caves by day and hunt at dusk. Trennensels spread out from their lair to feed, but careless spelunkers could rouse a whole colony of these creatures.

Salvage

Someone who has proficiency with alchemist's supplies can mix refined trennensel guano with other reagents worth 25 gp to make one dose of *oil of slipperiness*. Acquiring enough guano to refine, a few pounds, likely involves venturing into a trennensel colony cave. Making the oil requires 4 hours of work and a successful DC 13 Intelligence or Wisdom (Arcana) check.

Lore

DC 15 Intelligence (Nature): A trennensel can't use its blindsight while deafened.

Trennensel

Small beast, unaligned

Armor Class 13
Hit Points 14 (4d6)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	11 (+0)	2 (–4)	12 (+1)	5 (–3)

Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Echolocation. The trennensel can't use its blindsight while deafened.

Keen Hearing and Smell. The trennensel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Blood Drink. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the trennensel enters the target's space and attaches to the target, moving with the target until detached. While attached to the target, the trennensel uses its action to drain blood, and the target loses 5 (1d4 + 3) hit points when the trennensel does so. Another creature, including the target, can use an action to detach the trennensel, doing so by succeeding on a DC 9 Strength (Athletics) check. The trennensel can detach as part of its movement. It detaches automatically if it becomes incapacitated or dies.

Unfinished

"The unfinished are angry ghosts akin to poltergeists, but partially solid, and throwing much bigger objects."

Not Fully Manifested. A creature known as an "unfinished" looks as it did at the moment of their death, but with parts of their body fading in and out of corporeality.

Unfinished Business. An unfinished is held on the mortal plane by its guilt over unfinished business.

Strong Will. An unfinished exerts its will, allowing it to move heavy objects, often using them as weapons.

Salvage

If an unfinished's unfinished business can be completed in the presence of the unfinished, it is bound to serve the one who aided it for 24 hours.

Lore

DC 10 Intelligence (Religion): Like many undead, unfinished are immune to necrotic and poison. They are also resistant to acid, cold, fire, lightning, thunder, and nonmagical attacks.

DC 15 Intelligence (History): An unfinished is animated by guilt over unfinished business, but it promises to serve anyone for one day that it witnesses complete its undone task.

DC 20 Intelligence (Arcana): Unfinished can cast *arcane hand*, *mage hand*, and *telekinesis*.

Unfinished

Medium undead, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	8 (–1)	10 (+0)	18 (+4)

Saving Throws Str +7, Wis +4, Cha +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Innate Spellcasting. The unfinished's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The unfinished can innately cast the following spells, requiring no material components:
At will: *mage hand*
3/day each: *arcane hand (9th-level)*, *telekinesis*

Semi-Corporeal. Parts of the unfinished fade in and out of material plane. The unfinished gains advantage on all saving throws to avoid being grappled, prone, or restrained. It gains another saving throw at the beginning of its turn for an effect that causes any of these conditions, whether it allows a saving throw or not.

Actions

Multiattack. The unfinished makes two slam attacks.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage and 17 (3d8 + 4) necrotic damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or pushed 10 feet and knocked prone.

Unusual Beasts

Etharis is teeming with strange and mutated beasts. The ones listed here are just a few of the monstrous creatures that characters might encounter on their travels.

Corpsejaw

Cousins to mountain lions, corpsejaws are battlefield scavengers. Their powerful jaws allow them to tear through most armor, so they can eat carrion other scavengers leave behind. Military organizations such as the Free Swords issue bounties on corpsejaws to prevent damage to valuable salvage.

Corpsejaw

Medium monstrosity, unaligned

Armor Class 12
Hit Points 18 (4d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	3 (–4)	13 (+1)	7 (–2)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Adamantine Jaws. The corpsejaw's bite works as if made of adamantine. The bite scores a critical hit on a roll of 19 or 20.

Keen Smell. The corpsejaw has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the corpsejaw moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or fall prone. If the target is prone, the corpsejaw can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the corpsejaw scores a critical hit and the target wears nonmagical armor, the armor takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Eye Crawler

An eye crawler is an ambulatory eye that observes everything. It might be spying for something else. An eye crawler has no effective attacks. Mages theorize eye crawlers derive sustenance from light or ambient magical energy.

Eye Crawler

Tiny aberration, chaotic neutral

Armor Class 11
Hit Points 2 (1d4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	10 (+0)	6 (–2)	11 (+0)	5 (–3)

Skills Perception +2, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Keen Sight. The eye crawler has advantage on Wisdom (Perception) checks that rely on sight.

GM Advice: Eye crows are a wonderful tool for GMs to deliver cryptic messages or clues to the characters, even as they are trying to peck out the eyes of the heroes. They make wonderful, creepy additions to encounters.

Eye Crow

Popular Birds. Eye crows are big corvids plentiful throughout Etharis. They mimic sounds and voices, and they're extremely clever, remembering faces, locations, and how other creatures treat them. People keep eye crows as pets and often use their iridescent black feathers, which have a deep-green sheen, to decorate.

Eye Eaters. Eye crows have a strong inclination to eat eyes, especially those of humanoids. A murder of these birds is bold enough to attack a person directly. They coordinate and communicate noisily as they chase prey.

Salvage

The nest of an eye crow contains glittering baubles, coins, gems, or jewelry worth at least 5 gp. Feathers of one eye crow can fetch a similar amount of money.

Lore

DC 10 Wisdom (Nature): Eye crows can be tamed and trained for simple tasks. Unscrupulous trainers teach the crow to attack others, going for the eyes.

Eye Crow

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	10 (+0)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Mimicry. The eye crow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Pack Tactics. The eye crow has advantage on an attack roll against a creature if at least one of the crow's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If the eye crow scores a critical hit on a creature, the target is blinded until the end of the crow's next turn.

Flatback Beetle

Massive grazing beetles, flatbacks have thick armor. A flatback beetle's dorsal side can accommodate several creatures and can support a howdah.

Flatback Beetle

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 68 (8d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	15 (+2)	1 (–5)	10 (+0)	3 (–4)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Siege Monster. The beetle deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

GM Advice: For areas of Etharis that you want to make seem creepy or different, you can turn flatback beetles into beasts of burden or plow animals. For example, some backwater hamlet in Soma might breed these monstrous insects specifically and think nothing of it.

Frostbite Fox

Rare Hunter. Wild frostbite foxes live in packs in Grarjord. They change with the seasons, fur turning white in the winter and brown in the spring. What doesn't change is the fox's weird ability to deliver a jolt of cold with its bite.

Clan Culture. These foxes are an important part of the Valikan clan culture. Their furs help the people of the North survive harsh winters, and the clans are careful not to overhunt the species.

Salvage

Someone who has proficiency with leatherworker's tools can create cold-weather clothing from the pelts of five frostbite foxes. Doing so takes 8 hours of work.

Lore

DC 10 Wisdom (Nature): The chilled fangs of a frostbite fox can overwhelm the senses.

Frostbite Fox

Tiny beast, unaligned

Armor Class 13
Hit Points 3 (1d4 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	12 (+1)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Keen Smell. The frostbite fox has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 cold damage. If the target is a creature and takes the cold damage, the creature can't take reactions until the start of its next turn.

Goldmane Boar

Staple of Etharis. Boars are a central part of everyday life in Etharis. Domesticated or hunted in the wild, they are a centerpiece in feasts. A wise adventurer keeps an eye out for particularly aggressive boars, acknowledging their danger and the potential of a filling meal.

Rare Beast. Occasionally, a hunter glimpses a goldmane boar. These animals avoid humanoid contact. Cleverer than a regular boar, a goldmane boar can be detected easier at night when its mane glows softly in the dark. Killing a goldmane boar is considered bad luck.

Salvage

The glowing bristles from a goldmane boar can be harvested. Someone who has proficiency with weaver's tools or jeweler's tools can braid the bristles into a *gold boar ring* (see chapter 4). Doing so takes 8 hours of work, other materials worth 20 gp, and a successful DC 10 Intelligence (Nature) check.

Lore

DC 10 Wisdom (Nature): Goldmane boars can be tamed and used as mounts.

Goldmane Boar

Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	3 (–4)	11 (+0)	7 (–2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Charge. If the goldmane boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 4 (1d8) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or fall prone.

Glowing Mane. The goldmane boar sheds dim light in a 10-foot radius.

Opportunistic Gore. If the goldmane boar hits with a tusk attack while it has advantage on the attack roll, it deals an extra 4 (1d8) slashing damage.

Relentless (Recharges after a Short or Long Rest). If the goldmane boar takes 11 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Jelly

Jellies are the cast-off portions of oozes. They can be dangerous, but they primarily scavenge for food.

Jelly

Tiny ooze, unaligned

Armor Class 9
Hit Points 4 (1d4 + 2)
Speed 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	8 (–1)	14 (+2)	1 (–5)	6 (–2)	1 (–5)

Skills Stealth +1
Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 acid damage.

Knifewing

A knifewing is a gliding lizard about the size of a small dog. Its gliding flaps have hard edges that are sharp while stretched taut when the lizard glides.

Salvage

The skin of a knifewing is prized for making a *knifewing cape* (see chapter 4).

Knifewing

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Flyby. The knifewing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Glider. The knifewing can't ascend while flying and its altitude decreases by 5 feet for every 30 feet it flies. If flying, the knifewing falls if it doesn't fly at least 30 feet during its turn.

Actions

Knifewing (Flying Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Mold Spider

Mold spiders are twisted bits of plant matter that forage in dark caves and ruins for rotting matter to settle on and "eat."

Mold Spider

Tiny plant, unaligned

Armor Class 11
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	13 (+1)	13 (+1)	1 (–5)	8 (–1)	2 (–4)

Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Regrowth. When a mold spider dies, unless fire destroyed it, it releases spores that regrow a mold spider in 3 days.

Spider Climb. The mold spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Ormwurm

Burrowing Carnivores. Ormwurms are big lizards with red, green, or tan scaly skin, a serpentine body, and two strong arms. They slither as they move, using their arms to help them climb. An ormwurm can sacrifice its tail to get away from a predator. The tail eventually grows back.

These burrowers live along riverbanks or on sandy beaches. They hunt larger animals, including cattle, and they eat carrion. An ormwurm pulls its prey underground to eat.

Salvage

Someone who has proficiency with alchemist's supplies can use the skin and gizzard of one ormwurm, along with other reagents worth 25 gp, to create a *potion of acid resistance*. Doing so requires 4 hours of work and a successful DC 13 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (History): Some stories say that Gormadraug was an ormwurm that never stopped growing.

Ormwurm

Medium beast, unaligned

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft., burrow 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

Skills Athletics +3
Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Hold Breath. The ormwurm can hold its breath for 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the ormwurm can't bite another target

Scuttling Maw

Crablike scuttling maws patrol shorelines, searching for prey to devour. Their meat is a delicacy.

Scuttling Maw

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 10 (3d6)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amphibious. The scuttling maw can breathe air and water.

Gnash. The scuttling maw can use a bonus action to bite a target the maw holds grappled.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Pincers. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the maw can't use its pincers on another target.

Shieldhead

A shieldhead has a broad bone faceplate to protect itself and to ram foes. An expert rider can also use the bone like a shield. People have domesticated shieldheads for riding.

Shieldhead

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

Senses passive Perception 11
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Charge. If the shieldhead moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or fall prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Sloth Galloper

A sloth galloper is a hybrid sloth-ape that is an agile climber and fast sprinter. The beast's four apelike hands are sensitive, so it hesitates to move rapidly over rough terrain.

Sloth Galloper

Large beast, unaligned

Armor Class 11
Hit Points 26 (4d10 + 4)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	4 (–3)	12 (+1)	7 (–2)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Speed Burst. Provided it isn't moving over difficult terrain, the sloth galloper can use a bonus action to take the Dash action.

Actions

Multiattack. The sloth galloper makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Torcheater

Torcheaters are small batlike creatures that feed on fire, swooping down to douse torches and campfires.

Torcheater

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 3 (1d4 + 1)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	12 (+1)	2 (–4)	11 (+0)	6 (–2)

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Eat Fire. If the torcheater flies through fire, it reduces the fire's area by a 1-foot cube. A fire goes out if its area is reduced to nothing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 fire damage.

Urban Ooze

"I thought I'd found a place under the street where no one would find me, but then the sewage moved."

Tainted Waste. In the polluted recesses of urban environments, masses of sewage and trash sometimes congeal with the leavings of other oozes to form an urban ooze. These repulsive creatures are nearly invisible in the cesspools they live in.

Disgusting Death. The ooze's fetid form is filled with pestilence. Being near it can be dangerous. But the creature is a hunter. Prey it doesn't kill and devour, it drags to the bottom of cesspits to bury beneath layers of putrefaction for later consumption.

Ooze Nature. An urban ooze doesn't require sleep.

Salvage

Someone who has proficiency with a poisoner's kit can use the remains of a diminished urban ooze and other reagents worth 25 gp to make one dose of basic poison. This poison remains potent for 1 hour instead of 1 minute. Making one dose takes 4 hours and requires a successful DC 13 Intelligence or Wisdom check.

Lore

DC 10 Intelligence (Nature): An urban ooze is living waste. The stinking air around it is full of pestilence, and so is its touch.

DC 15 Intelligence (Nature): When wounded, an urban ooze can break into smaller oozes. One can quickly become four.

Urban Ooze

Medium ooze, unaligned

Armor Class 8
Hit Points 52 (7d8 + 21)
Speed 20 ft., climb 20 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities poison
Damage Resistances fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The ooze can breathe air and water.

False Appearance. While the ooze remains motionless, it's indistinguishable from a mass of waste.

Infection. Any non-ooze creature that starts its turn within 10 feet of the ooze, or that touches the ooze, must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. A creature that fails the saving throw by 5 or more also contracts the sewer plague. On a successful saving throw, the creature is immune to any urban ooze's Infection for 1 hour and the disease it carries for 24 hours.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 7 (2d6) poison damage, and Infection.

Reaction

Diminish. When the ooze drops to half its hit points or fewer, it splits into two diminished urban oozes. Each new ooze has hit points equal to half the original ooze's current hit points, rounded down.

Diminished Urban Ooze

Small ooze, unaligned

Armor Class 10
Hit Points 16 (3d6 + 6)
Speed 20 ft., climb 20 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities poison
Damage Resistances fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The ooze can breathe air and water.

False Appearance. While the ooze remains motionless, it is indistinguishable from a mass of waste.

Infection. Any non-ooze creature that starts its turn within 10 feet of the ooze, or that touches the ooze, must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. A creature that fails the saving throw by 5 or more also contracts the sewer plague disease. On a successful saving throw, the creature is immune to any urban ooze's Infection for 1 hour and the disease it carries for 24 hours.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, 3 (1d6) poison damage, and Infection.

Giant Urban Ooze

Large ooze, unaligned

Armor Class 8
Hit Points 123 (13d10 + 52)
Speed 20 ft., climb 20 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (–2)	18 (+4)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities poison
Damage Resistances fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The ooze can breathe air and water.

False Appearance. While the ooze remains motionless, it is indistinguishable from a mass of waste.

Infection. Any non-ooze creature that starts its turn within 10 feet of the ooze, or that touches the ooze, must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. A creature that fails the saving throw by 5 or more also contracts the sewer plague disease. On a successful saving throw, the creature is immune to any urban ooze's Infection for 1 hour and the disease it carries for 24 hours.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, 10 (3d6) poison damage, and Infection.

Reactions

Diminish. When the ooze drops to half its hit points or fewer, it splits into two urban oozes. Each new ooze has hit points equal to half the original ooze's current hit points, rounded down.

Vessel Shard

This ornate vessel gives off cold menace as it hovers in the air among shambling corpses.

Failed Lichdom. Many necromancers dream of transcending death and entering lichdom, but only a handful attempt the process. Fewer still succeed. Of the failures, a tiny percentage become vessel shards, incomplete, damaged souls trapped within a lich's soul vessel.

No Body, Many Bodies. Unlike a complete lich, a vessel shard does not retain control of its original body. The entirety of its being is housed within the failure of a soul vessel. The vessel shard can see, hear, and smell out of this vessel, and it can fly for movement. But it has no corporeality beyond the confines of this vessel.

However, a vessel shard remains a fearsome commander of lesser undead, able to summon and bend them to its will. A vessel shard is rarely found without a small detachment of zombies, skeletons, ghouls, or the like serving it. A poetic student of undeath might consider these creatures to be the vessel shard's bodies, in a certain regard.

A Hungry Soul. Most people would agree that anyone who wishes to enter lichdom must be maladjusted That said, magical mishaps that tear the would-be lich's soul into pieces and imprisons them in a damaged soul vessel create a form of obsession. Unlike liches, who can exist in relative peace and isolation for centuries, vessel shards are driven to kill and then consume the souls of living things.

Undead Nature. The vessel shard is undead; it requires no air, sleep, food, or drink.

Salvage

If the essence of a defeated vessel shard is dissolved in a vial of holy water, the water transforms into an elixir that can be poured into a corpse's mouth, acting as a *speak with dead* spell that requires no other components. The corpse understands anything asked of it in any language, and the corpse's responses can be understood by any who can hear it.

Also, a vessel shard usually contains a jewel that is flawed but still worth at least 50 gp.

Lore

DC 10 Intelligence (Religion or Arcana): A vessel shard bolsters undead near it, making them better at fighting and more resistant.

DC 15 Intelligence (Religion or Arcana): A vessel shard can expel fragments of spirits to possess nearby victims. (Those who know this fact also know how to treat the cursed possession.)

DC 20 Intelligence (Religion or Arcana): A vessel shard can raise undead by various means. It can also consume the power of death to regain vitality.

Vessel Shard

Tiny undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 81 (18d4 + 36)
Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	14 (+2)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +4
Skills Perception +4
Damage Immunities necrotic, poison, psychic
Damage Resistances cold, lightning; ; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 14
Languages understands one national language and three others but can't speak, telepathy 60 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Consume Spirit. When a creature dies or is destroyed within 30 feet of the vessel shard, the vessel shard absorbs part of the departing spiritual energy, regaining up to 10 hit points but no more than the dead creature's hit point maximum.

As a bonus action, the vessel shard chooses one undead it can see within 30 feet of it. That undead must succeed on a DC 14 Wisdom saving throw, adding any benefit it gains against effects that turn undead. On a failure, the undead loses 10 hit points and is destroyed if this damage reduces it to 0 hit points. The vessel shard regains those hit points.

Turn Resistance: The vessel shard has advantage on saving throws against any effect that turns undead.

Unhallowed Aura. Unless the vessel shard is incapacitated, it bolsters undead of its choice within 30 feet of it (no action required). These undead roll 1d4 and add that number to any attack roll or saving throw.

Halve the number of hit points a living creature regains while within 30 feet of the vessel shard. Any humanoid that dies in that area retains its place in the initiative order, animating as a zombie at the start of its next turn, provided enough of its body is intact. The vessel shard controls this zombie.

Actions

Sepulchral Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or be restrained until the end of the vessel shard's next turn.

Putrefy (Recharge 5–6). Each creature of the vessel shard's choice within 30 feet of it must make a DC 14 Constitution saving throw. A target that fails takes 14 (4d6) necrotic damage and takes another 3 (1d6) necrotic damage at the start of each of its turns for 1 minute. If the initial saving throw succeeds, the target takes only half the initial necrotic damage and no ongoing damage. A creature taking the ongoing damage can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shattered Spirits (1/Day). The vessel shard releases fragments of spirits trapped within it. Each creature of the vessel shard's choice within 30 feet of it must make a DC 14 Wisdom saving throw. On a failure, one of these spirit fragments enters the creature, dealing the target 10 (3d6) necrotic damage, and cursing the creature with a delusion from the following table or a similar delusion of the GM's choice. This damage decreases the target's hit point maximum by an amount equal to the necrotic damage the target takes. The cursed target also can't regain hit points.

1d6	Delusion
1	Only I matter. Others are disposable.
2	All other creatures should serve me.
3	Living beings are weak and not to be trusted.
4	No risk is too great for my personal glory.
5	I must never put myself in danger of dying.
6	To survive, I must eat only little creatures that are still alive.

Every 24 hours, the cursed target can repeat the saving throw, ending the curse on itself on a success. On a failure, the target's hit point maximum decreases by 10 (3d6). If the curse reduces the target's hit point maximum to 0, the target dies and rises as a zombie under the vessel shard's control. This zombie travels toward the vessel shard, killing any beings that stand in its way, stopping only when within 30 feet of the vessel shard.

Magic can remove this curse, which is also a form of possession by an undead creature. Therefore, turn undead can drive the shattered spirit out of one target, destroying the spirit. If an effect calls for a saving throw, the shattered spirit has a +4 bonus on the save. Also, the curse can be removed by keeping the target on hallowed ground within bright light for 24 hours. But the target is unwilling to stay and must be detained.

Reactions

Arcane Shield (Recharge 6). When hit by a melee or ranged attack or forced to make a Dexterity saving throw, the vessel shard adds 5 to its AC or saving throw result.

GM Advice: A vessel shard might be inconspicuous at first, hiding its true nature by seeming to be a bit of treasure from an area infested with undead. Unsuspecting characters might even carry it back to a populated area and sell it to a merchant. After a few days, the vessel shard could devastate that town, building a veritable undead army because of the characters' carelessness.

Vitebriate

"I swear I've seen that kid before, years ago, when I was just a kid myself! But she hasn't aged a day."

Life Drinkers. Vitebriates, sometimes called "life drinkers," are the result of horrible experiments or prayers answered by dark powers. When a mother loses a child to needless accident or horrible malice, or when a powerful mage seeks to bless an apprentice or servant with a longer life, a vitebriate is sometimes the result.

Immortal Parasites. A vitebriate looks like a humanoid—often a child—but that is merely an appearance. These monstrosities feed on the life force of other humanoids, masquerading as an innocent while dominating and feeding off the unsuspecting. They retain their look of youth and vigor, and they manifest the power to continue harvesting humanoids.

Magical Control. Vitebriates are capable of magically dominating humanoids. Often, these dominated people are forced to pose as a caretaker or invalid.The vitebriate uses it's thrall to interact with adults or blend into the fabric of a community.

Memory and Forgetfulness. Curiously, vitebriates have memories of their prior lives, except for any magical or martial skills. A talented wizard or powerful squire transformed into a vitebriate must start such pursuits anew if they wish to master such arts. On the other hand, musicians, conversationalists, acrobats—even doctors—all seem to be able to recall and use their prior skills without diminution.

Haunted and Obsessed. Vitebriates are haunted by their past lives and obsessed with reliving some small part of it. For example, a child who died of drowning and awoke as a vitebriate may be compelled to drown others or might simply feel drawn to live by water. Regardless, the greatest obsession of every vitebriate is always to feed and to control.

Salvage

When a vitebriate dies, it crumbles into a swarm of harmless crawling roaches.

If these roaches are mixed with seawater, a *potion of false life* results. The creation of this potion can be completed with a successful DC 10 Intelligence (Arcana) check by someone proficient with an herbalism kit. This process takes 1 hour.

Lore

DC 10 Intelligence (History): A vitebriate can only have a single thrall at a time and can transfer some of its damage to its thrall.

DC 15 Intelligence (Arcana): Vitebriates are immune to poison and disease, and they require a thrall to stay alive.

Vitebriate

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Skills proficient in up to three skills it knew before becoming a vitebriate
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 20
Languages languages it knew previously
Challenge 2 (450 XP) **Proficiency Bonus** +2

Unnatural Life. Vitebriates are immune to the effects of old age and death by natural causes.

Vitebriance. While on the same plane of existence as a person charmed by the vitebriate's *dominate person* ability, a vitebriate may leech 1 hp per day permanently from the thrall. When a thrall is reduced to 0 hp through this process, it is killed. Drained hit points are regained after 7 days of rest.

Actions

Multiattack. The vitebriate makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage.

Dominate Person. A vitebriate can target a single humanoid with *dominate person* as the spell, with the following differences: once the vitebriate has chosen the target, it can use this ability only on the chosen target (until the next day when it can choose a different target and drop the focus on the current target). The spell does not require concentration but is broken if the vitebriate is knocked unconscious involuntarily or killed (though not if it trances or sleeps). If the person has been charmed for at least an hour, damage does not force a new saving throw.

Reactions

Life Shield (1/Day). The vitebriate uses its psychic link with its thrall to transfer all damage it would take to its thrall. Damage that goes beyond what would kill the thrall is dealt to the vitebriate.

GM Advice: Adventures or encounters highlighting vitebriates hinge on a successful deception on your part. The trick is to describe the situation that makes the creature seem like a helpless innocent in the center of a mysterious situation, and then slowly drop clues that reveal the truth.

Vooran

"When your pet stares at you, you never know if you are looking into the eyes of your beloved companion or the eyes of a vooran."

Flesh Riding. Vooran are uncontrollable incorporeal woodland spirits that experience the world by possessing small animals, causing those usually harmless creatures to behave strangely, even tamed ones.

Familiars. Voorans can serve as familiars, though they generally only do so for those who offer it different animals to inhabit.

Ethereal Hedonist. Voorans naturally inhabit the Ethereal plane and can only affect the mortal world for one hour a day while possessing a small animal; an hour they use to live life to the fullest.

Salvage

If a vooran is destroyed while possessing an animal, the animal's blood takes on an opalescent hue and gains momentary magical properties. If a living creature drinks the creature's blood within 1 minute of its death, it acts as a *potion of healing*.

Lore

DC 10 Intelligence (History): Vooran are fey spirits from the Ethereal Plane that possess small animals.

DC 15 Intelligence (Nature): Vooran are nearly indestructible on the Material plane and make excellent spies.

DC 20 Intelligence (Arcana): A spellcaster capable of casting find familiar can form a bond with a vooran.

Vooran

Tiny fey, chaotic neutral

Armor Class 13
Hit Points 2 (1d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	8 (–1)	12 (+1)	11 (+0)

Skills Perception +1, Stealth +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages understands Sylvan but can't speak
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Ethereal Sight. The vooran can see 60 feet into the Ethereal Plane when on other planes, and vice versa.

Etherealness. The vooran lives entirely on the Ethereal Plane and can only enter other planes by possessing an animal. It is not visible outside of the Ethereal Plane.

Incorporeal Movement. The vooran can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Familiar. A vooran can connect with another creature to serve as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the vooran senses if they are within 1 mile of each other. When bonded, the master can see the vooran as a ghostly form.

Actions

Animal Possession (1/Day). One beast of CR 1/8 or less that the vooran can see within 5 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the vooran. The vooran disappears, and the target is incapacitated and loses control of its body. The vooran now controls the body but doesn't deprive the target of awareness. The vooran can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, mental features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the vooran ends it as a bonus action, 1 hour passes, or the vooran is forced out by an effect. When the possession ends, the vooran is forced back into the Ethereal Plane. The target is immune to this vooran's Animal Possession for 24 hours after succeeding on the saving throw or after the possession ends. If an animal is killed while the vooran possesses it, the vooran must succeed on a DC 10 Charisma saving throw or it is permanently destroyed instead of being forced into the Ethereal Plane.

Wandering Head

"Ugly brutes, aye, but one offered me a magic necklace to take care of a merchant what stiffed him on a deal, so they can't be all bad. Strangest thing though, I can't seem to take it off…"

All Head. Wandering heads are grotesque beings that roam the wilderness in search of travelers to torment. The creature is a horse-sized head balanced on two spindly legs with arms that protrude from gaps in its teeth. Wandering heads carry sacks filled with objects they use in deceitful bargaining, always trying to twist the deal.

Crafty Bargainers. A wandering head's first instinct is to bargain. They approach and use divination magic to offer others what they need most. In exchange, the head asks for treasure or a favor. Cunning as they are, wandering heads attempt to trick others into committing an evil act or losing badly on the deal in some other way.

Corrupted Giants. Enuil Stonetongue, a follower of Malikir, once sought to turn hill giants to his master's service. The giants proved too dim to adequately follow orders, so Enuil vowed that if they could not make good use of their heads he would. His curse warped and twisted those giants into the first wandering heads. Enuil taught these heads wizardry.

Salvage

A wandering head carries tools and trinkets to tempt travelers into making deals. At least one magic item can be found in the head's sack, although such items are often cursed.

Lore

DC 10 Intelligence (History): Wandering heads are the warped heads of giants, detached and given new life.

DC 15 Intelligence (Arcana): These monsters are highly intelligent and capable of wizardry.

DC 15 Intelligence (History): Beware any deal a wandering head offers. They love tricking others into evil deeds.

Wandering Head

Large monstrosity, lawful evil

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Int +5, Wis +4
Skills Deception +4, Insight+4, Persuasion +4
Senses passive Perception 12
Languages any four languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spellcasting. The wandering head is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13). It has the following wizard spells prepared:
Cantrips (at will): *light*, *mage hand*, *mending*
1st level (4 slots): *charm person*, *detect magic*, *identify*, *illusory script*
2nd level (3 slots): *arcane lock*, *detect thoughts*, *suggestion*
3rd level (3 slots): *counterspell*, *remove curse*
4th level (1 slot): *fabricate*

Off Balance. The wandering head has disadvantage on ability checks and saving throws to avoid being knocked prone.

Actions

Multiattack. The wandering head makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Wechselkind

"Where the fey tread, trouble follows. And there's no clearer evidence of fey activity than a wechselkind."

Living Dolls. They sometimes magically disguise themselves as flesh and blood children, but wechselkinds are living dolls constructed from clay, wood, and fey enchantments. Each wechselkind is created by a fey planning to steal a humanoid child to take back to the fey realms. Wechselkinds are unwitting pawns in such plans and, after fulfilling their role in the scheme, remain in the mortal world, abandoned.

No Strings. Despite their origins, wechselkinds are neither fey spies nor passionless constructs. Magic that animates wechselkinds grants them true sapience. Despite this capacity for free will, wechselkinds suffer fear and suspicion from other people. Without a place in the world, and with the rarity of wechselkinds meaning they rarely form groups, these living dolls must survive by their wits.

Wechselkinds live on society's outskirts. With honest work hard to come by, they can take up a life of petty crime. Others call on fey magic to weave compelling illusions and intoxicating enchantments. This connection to the fey realms serves some wechselkinds well. But other wechselkinds distance themselves from their fey origins and, thereby, other wechselkinds willing to use fey magic.

Etharis can be an unkind place, particularly to wechselkinds. Some turn to evil, including plague cults that seek to cull or purge other humanoids. The tenets and goals of every plague cult differ, but such cultists carry diseased detritus to infect their targets.

Salvage

Someone who has proficiency with alchemist's supplies can treat a deceased wechselkind's clay heart with reagents worth 50 gp. The heart can then be fired into a glassy substance, and someone who has proficiency with jeweler's tools or tinker's tools can shape that glass into a needle. The whole process takes 8 hours, and both

Wechselkind Cutpurse

Small humanoid (wechselkind), any alignment

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Acrobatics +5, Perception +3, Sleight of Hand +5
Damage Resistances poison
Senses passive Perception 13
Languages Sylvan and one other language
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Artificial Form. The wechselkind cutpurse has advantage on saving throws against poison and is immune to disease. It doesn't need to eat, drink, or breathe.

Childish Agility. The wechselkind cutpurse can move through the space of any creature larger than it is.

Cunning Action. The wechselkind cutpurse can use a bonus action to take the Dash, Disengage, or Hide action.

Faerie Glamour. The wechselkind cutpurse can cast *disguise self* at will. Charisma is its spellcasting ability (spell save DC 11). When it does so, it can disguise itself only as the humanoid child it was created to replace.

Sneak Attack (1/Turn). The wechselkind cutpurse deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wechselkind that isn't incapacitated and the wechselkind doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

GM Advice: A group of wechselkind can make a great challenge for your characters. Their ability to look like children can lull heroes into a false sense of security. The small constructs can fool characters, coaxing them into dangerous situations that allow for the wechselkind to swarm and sneak attack to great effect. Add a glamourist to the mix, and the group becomes even more dangerous.

Wechselkind Glamourist

Small humanoid (wechselkind), any alignment

Armor Class 15 (studded leather)
Hit Points 45 (10d6 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	13 (+1)	15 (+2)	10 (+0)	14 (+2)

Skills Acrobatics +5, Arcana +4, Deception +4, Perception +2, Sleight of Hand +5, Stealth +5
Damage Resistances poison
Senses passive Perception 12
Languages Sylvan and one other language
Challenge 3 (700 XP) **Proficiency Bonus** +2

Artificial Form. The wechselkind glamourist has advantage on saving throws against poison and is immune to disease. It doesn't need to eat, drink, or breathe.

Childish Agility. The wechselkind glamourist can move through the space of any creature larger than it is.

Cunning Action. The wechselkind glamourist can use a bonus action to take the Dash, Disengage, or Hide action.

Faerie Glamour. The wechselkind glamourist can cast *disguise self* at will. Charisma is its spellcasting ability (spell save DC 12). When it does so, it can disguise itself only as the humanoid child it was created to replace.

Sneak Attack (1/Turn). The wechselkind glamourist deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wechselkind that isn't incapacitated and the wechselkind doesn't have disadvantage on the attack roll.

Spellcasting. The wechselkind glamourist is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The glamourist knows the following wizard spells:

Cantrips (at will): *mage hand* (invisible), *minor illusion*, *prestidigitation*, *ray of frost*
1st level (4 slots): *charm person*, *color spray*, *disguise self*, *silent image*
2nd level (3 slots): *blur*, *invisibility*, *suggestion*

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

artisans must succeed on a DC 10 Intelligence or Wisdom check. The result is a compass needle that points to the nearest path to fey realms within 10 miles. The compass needle loses this magical ability after 1 year and 1 day. The charge can be renewed by treating the needle again with alchemical reagents worth 50 gp.

Lore

DC 10 Intelligence (History): Wechselkinds are fey creations made to imitate humanoid children.

DC 10 Wisdom (Medicine): Wechselkinds have resistance to poison damage and are immune to disease. They do not need to eat, drink, or breathe.

DC 15 Intelligence (Arcana): Elements of a wechselkind's remains can be used to discover the hidden paths between Etharis and the fey realms.

Wechselkind Plague Cultist

Small humanoid (wechselkind), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 82 (15d6 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Skills Acrobatics +7, Deception +5, Perception +4, Stealth +7
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 14
Languages Sylvan and one other language
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Artificial Form. The wechselkind plague cultist has advantage on saving throws against poison and is immune to disease. It doesn't need to eat, drink, or breathe.

Childish Agility. The wechselkind plague cultists can move through the space of any creature larger than it is.

Innate Spellcasting. The wechselkind plague cultist's spellcasting ability is Charisma (spell save DC 14). The wechselkind can innately cast the following spells, requiring no material components:
At will: *detect poison and disease*, *disguise self*, *invisibility*, *mage armor*

Spellcasting. The wechselkind plague cultist is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:
Cantrips (at will): *chill touch*, *eldritch blast*, *poison spray*, *prestidigitation*
1st–5th level (3 5th-level slots): *blight*, *blindness/deafness*, *contagion*, *counterspell*, *death ward*, *dispel magic*, *false life*, *gaseous form*, *hold monster*, *misty step*, *ray of sickness*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Weeping Zombie

"A mother clutches her three young daughters in the hallway, outside a bedroom where a male voice rants in gibberish. She lets a masked figure into the room. A shriek precedes silence. She thinks she has solved the problem, but a bigger problem will rise and return home."

Evil Begets Evil. Weeping zombies are the risen corpses of Weeping Pox victims murdered before the disease claimed their life. The evil enacted against them attracts death energy, and they rise with the need to spread the plague for revenge. They have no personality or memory of their former lives.

Diseased Transformation. Deep lesions score a weeping zombie, especially around the mouth. This orifice hangs open, dry and shriveled, and the zombie gasps unintelligible words as it moves. Once near a living body, the weeping zombie rushes in and attempts an embrace to spread the disease and consume flesh.

The transformation from the Weeping Pox gives a weeping zombie more agility than other undead. A weeping zombie also rots much more slowly than regular zombies.

Magic Contagion. People who practice arcane magic can become a weeping zombie with some memory intact. These weeping lords can command weeping zombies and use them to extract revenge, even if the weeping lord doesn't remember why.

A weeping lord's eyes have rotted away, leaving streams of pus-like tears behind. In undeath, it needs no eyes to find the living.

Undead Nature. A weeping zombie doesn't require air, food, drink, or sleep.

Salvage

Someone who has proficiency in jeweler's tools can fashion the ashes of four weeping lords and other materials worth 500 gp into a glass jewel and necklace of precious metal, forming an *amulet of health*. Doing so requires 10 days of work and a successful DC 15 Intelligence (Arcana) check. Somebody must cast the bear's endurance version of *enhance ability* on the jewel three times during the process.

Lore

DC 15 Wisdom (Medicine): Rumors say that a person who was murdered for having the Weeping Pox might rise from the grave for vengeance.

Weeping Zombie

Medium undead, neutral evil

Armor Class 10
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	3 (–4)	6 (–2)	3 (–4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the weeping zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Weeping Pox. A humanoid that comes within 5 feet of the weeping zombie must succeed on a DC 15 Constitution saving throw or contract Weeping Pox. If a humanoid succeeds on the saving throw, it's immune to the disease for 24 hours. A humanoid infected with the disease must repeat the saving throw every 24 hours, increasing its exhaustion level by one on a failure. This exhaustion can't be reduced until the disease is cured with magic.

Until the first level of exhaustion sets in, however, the humanoid has sharpened senses. Whenever this humanoid makes an ability check or saving throw against anything other than the disease, they can roll a d4 and add the number rolled. A slight fever and overexcitement are the only signs this condition comes from Weeping Pox

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage and Weeping Pox.

Weeping Lord

Medium undead, neutral evil

Armor Class 10
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	17 (+3)	9 (–1)	10 (+0)	5 (–3)

Saving Throws Con +5, Wis +2
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages understands the languages it spoke in life but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Command Weeping Zombies. The weeping lord can direct weeping zombies it is aware of within 120 feet of it, using a form of limited telepathy.

Innate Spellcasting. The weeping lord's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *chill touch* (5th level)
3/day each: *ray of sickness*, *shield*
1/day: *blindness/deafness*

Magic Contagion. A creature affected by the weeping lord's magic is also exposed to Weeping Pox.

Undead Fortitude. If damage reduces the weeping lord to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the weeping zombie drops to 1 hit point instead.

Weeping Pox. A humanoid that comes within 5 feet of the weeping lord must succeed on a DC 15 Constitution saving throw or contract Weeping Pox. If a humanoid succeeds on the saving throw, it's immune to the disease for 24 hours. A humanoid infected with the disease must repeat the saving throw every 24 hours, increasing its exhaustion level by one on a failure. This exhaustion can't be reduced until the disease is cured with magic.

Until the first level of exhaustion sets in, however, the humanoid has sharpened senses. Whenever this humanoid makes an ability check or saving throw against anything other than the disease, they can roll a d4 and add the number rolled. A slight fever and overexcitement are the only signs this condition comes from Weeping Pox.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and Weeping Pox.

Whelmer

"Helping people is all well and good on dry land, but you won't see me diving to the rescue of anyone in the water. Not after last time."

Illusory Lure. A corrupted water elemental, a whelmer likes to lurk in or near a body of water close to areas inhabited by humanoids. When people pass, a whelmer creates the illusion of a drowning person. Rather than wait in the water, the whelmer might rest motionless on a path to a beach or lake, waiting to ensnare would-be rescuers.

Fey Ties. The whelmers' powers of illusion stem from fey ties. Some water elementals wanted to meddle in the realms of mortals. Curious about these strange creatures, fey saw a chance for mischief and taught these rogue elementals how to lure people with illusions.

Elemental Nature. A whelmer doesn't require air, food, drink, or sleep.

Salvage

If somebody casts *gentle repose* on the remains of a whelmer within 1 minute, someone who has proficiency with alchemist's supplies can boil the water down over 1 hour and add other materials worth 25 gp. If the alchemist succeeds on a DC 13 Intelligence or Wisdom check, the result is one *potion of water breathing*.

Lore

DC 10 Intelligence (History): Whelmers are evil elementals that drag their victims into water to drown them. These elementals are stealthy and lie in wait as still pools of water.

DC 15 Intelligence (Arcana): Whelmers lure their prey with illusions of drowning humanoids.

Whelmer

Medium elemental, neutral evil

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	8 (–1)	10 (+0)	14 (+2)

Skills Stealth +5
Damage Immunities poison
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the whelmer remains motionless, it is indistinguishable from a pool of water.

Freeze. If the whelmer takes cold damage, it partially freezes, reducing its speed by 20 feet until the end of its next turn.

Undertow. The whelmer's speed is normal when it moves a grappled target.

Water Form. The whelmer can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target can't breathe and the whelmer can't slam another target.

Illusory Distress (Recharges after a Short or Long Rest). The whelmer creates an illusion of a drowning humanoid in a space it can see within 120 feet of it. The illusion seems completely real, including sounds, smells, and temperature. The whelmer can use its action to move the illusion to another spot in range and change its sensory aspects. The elemental can change minor aspects, such as sounds, without using an action.

Physical interaction with the image reveals it to be an illusion, as creatures and objects can pass through it. A creature that uses its action to examine the image can determine that it's an illusion with a successful DC 12 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see through the image.

Witch Owl

"This enormous owl's face looks strangely human, framed by long black hair. The rest of its body is all owl, its legs ending in large talons."

Cursed Creation. A witch owl is a vengeful creature, searching nightly to eat its fill of humanoids. Folklore says that the first witch owl was once a person punished for practicing magic.

This story might be true, but the condition is a curse that can affect anyone. Three days after suffering a scratch from a witch owl, feathers begin to grow on a victim's body. Each day, the unfortunate becomes more owl-like, until they completely transform seven days later. The transformation can be reversed with a *remove curse* spell up to nine months after it takes hold, at which point only a *wish* spell can reverse the curse.

Patient Hunters. Witch owls often hunt alone at night. They attract curious prey by hooting and mimicking voices, encouraging followers for several miles. Hopeful folk might think the witch owl is leading them to treasure or some other good. Most are instead lured to the witch owl's nest and slain.

Witch owls also have long memories. If prey escapes, the witch owl searches for weeks to make the kill. If its nest is disturbed, it tracks interlopers for many miles, waiting for an opportunity to attack.

Odd Followers. The stories and mystery of witch owls have led to a small following of cultists, who believe that worship might bestow them feathered wings. These cultists have been known to kidnap others as offerings to witch owls, leaving victims at nests as a sacrifice.

Aged Power. Some witch owls live long enough to learn how to mimic their prey and become a witch owl hexta, mastering the ability to draw on old magic to appear human. These illusions don't make the witch owl capable of speech, so the monster often beckons for help. The wisest of these hextas use others, such as cultist sacrifices, to trick rescuers to coming to the hexta's nest.

Salvage

Someone who has proficiency with an herbalism kit or alchemist's supplies can grind the talons of a witch owl into powder and combine them with herbs to create a paste. Creating the paste takes a successful DC 14 Intelligence (Arcana) check and 4 hours of work. Eating the paste as an action grants the effects of *disguise self* for 3 hours.

Lore

DC 10 Intelligence (Nature): A witch owl can be found hunting at night. During the day, they usually hide in their lairs.

DC 15 Intelligence (History): Stories tell of people becoming witch owls after surviving an attack by one of these monsters.

DC 20 Intelligence (Arcana). Older, wiser witch owls can disguise themselves with illusions.

Witch Owl

Medium monstrosity, neutral evil

Armor Class 11
Hit Points 44 (8d8 + 8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (–2)	12 (+1)	7 (–2)

Skills Deception +2, Stealth +3 (+5 while flying)
Senses darkvision 120 ft., passive Perception 11
Languages understands one national language but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Flyby. The witch owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The witch owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Mimicry. The witch owl can mimic owl sounds and humanoid voices. A creature that hears the sounds can tell they're imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Multiattack. The witch owl attacks once with its bite and once with its talons.

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

Talons. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 6 (2d4 + 1) slashing damage. If the target is a humanoid, it must succeed on a DC 11 Charisma saving throw or be cursed to become a witch owl.

GM Advice: Any creature might become a servant of a witch owl—magical compulsion is not needed. An entire hamlet might serve a witch owl hexta nesting in an old church spire.

Witch Owl Cultist

Medium humanoid (any race), any evil alignment

Armor Class 14 (studded leather armor)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Wis +2
Skills Athletics +2, Deception +3, Perception +2
Senses passive Perception 12
Languages One national language and one other language
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Nimble Escape. The witch owl cultist can use a bonus action to take the Disengage or Hide action.

Sneak Attack (1/Turn). The witch owl cultist deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cultist that isn't incapacitated, and the cultist doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage.

Witch Owl Hexta

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	8 (–1)	14 (+2)	12 (+1)

Skills Deception +5, Stealth +4 (+6 when flying)
Senses darkvision 120 ft., passive Perception 12
Languages understands one national language but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Flyby. The witch owl hexta doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illusory Appearance. The witch owl hexta can cast *disguise self* at will without components. Wisdom is the witch-owl hexta's spellcasting ability for this spell (spell save DC 12).

Keen Hearing and Sight. The witch owl hexta has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Mimicry. The witch owl hexta can mimic owl sounds and humanoid voices. A creature that hears the sounds can tell they're imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Multiattack. The witch owl hexta attacks once with its bite and once with its talons.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) slashing damage.

Talons. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) slashing damage. If the target is a humanoid, it must succeed on a DC 11 Charisma saving throw or be cursed to become a witch owl.

Wolfentroika

"Three wolves attacked in unison, and we focused our attacks on the one we thought was the leader. But it refused to die no matter how many times we hit it."

Beast's Corruption. The mutative powers of the Beast spawn terrible creatures, but one of the more unusual is the wolfentroika. When the Beast corrupts a wolf carrying unborn pups, the wolf gives birth to triplets. Born strong, tough, malevolent, and clever, the trio eats their way out of their mother. Then, they grow to enormous proportions.

Three Bodies, One Soul. The three wolves share life force and awareness. They don't willingly stray more than 100 feet from one another, and if forced to do so, their primary goal becomes ending this separation. This supernatural relationship means that all three must be slain within moments of one another, or none of them can die. Similarly, the three resist magic that can only affect one or two of them.

Salvage

The acid glands of a wolfentroika trio contain magic. Someone with proficiency in the Medicine skill succeeding on a DC 10 Wisdom (Medicine) check can harvest these glands within 1 hour of death. Somebody who has proficiency with alchemist's supplies can use the acid from all three wolfentroikas from one trio to create a *potion of life sharing* (see chapter 4). Making the potion takes 1 day of work and reagents worth 200 gp, and the alchemist must succeed on a DC 13 Intelligence or Wisdom check to create the potion.

Lore

DC 10 Intelligence (History): Where the presence of the Beast has been rumored, mutated wolves with acidic saliva might be encountered. These giant monstrosities come in trios, and they are notoriously difficult to kill.

DC 15 Intelligence (Nature):): A wolfentroika trio works perfectly together, better than a wolf pack.

DC 20 Intelligence (Arcana): Wolfentroikas share life force and consciousness. What one knows, the others know. To kill one, you must kill all three within seconds. To affect one with certain types of magic, you must affect all simultaneously.

Wolfentroika

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	7 (–2)	13 (+1)	8 (–1)

Skills Perception +3
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The wolfentroika has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shared Life. Each of the wolfentroikas in a trio shares life. If the wolfentroika starts its turn with 0 hit points and within 100 feet of another member of its trio that has 1 or more hit points, the wolfentroika regains 1 hit point. If a wolfentroika is at 0 hit points and one or more members of its trio is alive, the wolfentroika can die only if its body is destroyed in such a way that only the *true resurrection* spell or similarly powerful magic could restore it to life.

Shared Mind. Each of the wolfentroikas in a trio shares consciousness. While within 100 feet of one another, if one wolfentroika is aware of something, all three are. The wolfentroika can be blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, stunned, or knocked unconscious only if the other two succumb to the same condition at the same time or are more than 100 feet from the wolfentroika. When one wolfentroika recovers from one of these conditions or moves within 100 feet of an affected sibling, each other trio member within 100 feet recovers.

Trio Tactics. The wolfentroika has advantage on attack rolls against a creature if at least one of the wolfentroika's trio is within 5 feet of the creature.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage and 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone.

Spit. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit*: 16 (4d6 + 2) acid damage.

Reactions

Stay Down. A creature that stands from prone within 5 feet of the wolfentroika provokes an opportunity attack from the wolfentroika.

Wood Weird

"The lovely flowers growing on the roadside invite with their vivid colors and sweet aroma. The body-shaped tangle of vines near them is nothing to fear."

Tempting Flora. Wood weirds are rare plants found in temperate climes. Beautiful in both life stages, wood weirds have lured many travelers to their death.

Two-Stage Cycle. A wood weird's life cycle has two stages, including the trapper stage and the seeder stage. The trapper is a cluster of vividly colored, pleasantly perfumed wildflowers. The seeder stage is an attractive humanoid form of wood, with expressive facial features. The plant uses these charms, as well as mind-affecting spores, to lure victims. To fulfill its life cycle, the wood weird consumes humanoid bodies.

In the trapper stage, a wood weird can reproduce asexually, sending light seeds on the wind to produce a clone of the wood weird elsewhere. However, a humanoid that rests next to a wood weird trapper becomes cocooned in the plant's runners, risking transformation into a wood weird seeder.

In the seeder stage, the wood weird reproduces sexually, seeking out other wood weird seeders to mate. The seeder then spills its mature seeds over the ground to birth new wood weird trappers. It also lures humanoids to patches of wood weird trappers, so that new seeders can emerge.

Seraphic Punishment? Folktales tell that the first wood weirds were sent by the Seraphs as punishment for indolence. Some parents warn children to work hard and not to nap in the wild, "lest a wood weird catch you!" Due to these tales, many believe wood weirds to be mere myth or superstition.

Salvage

A defeated, unburned wood weird seeder can be cut open to salvage its seeds. Someone that has proficiency with alchemists' supplies can stew these seeds with other rare ingredients worth 100 gp. The process creates a *potion of vitality* with a successful DC 15 Intelligence (Nature) check and 3 hours of work. If this check fails, the mixture looks right but instead creates a *potion of poison*.

Lore

DC 15 Intelligence (Nature): A wood weird seeder can release mind-affecting spores that charm other creatures. They use these spores to lure prey.

DC 20 Intelligence (Nature): The wildflowers found near a wood weird seeder are another stage of the wood weird's life cycle, a wood weird trapper. These flowers release relaxing spores and can cocoon creatures that lie down near them, producing a new wood weird seeder if a humanoid victim dies while cocooned.

Wood Weird Trapper

Small plant, unaligned

Armor Class 5
Hit Points 13 (3d6 + 3)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	1 (–5)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

Damage Vulnerabilities fire
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

False Appearance. While motionless, the wood weird trapper is indistinguishable from a clump of beautiful wildflowers.

Actions

Restful Spores. The wood weird trapper releases a puff of sweet-scented spores at a creature it can sense within 10 ft. of it. Other wood weirds are immune to these spores. The target must succeed on a DC 11 Constitution saving throw or become poisoned and incapacitated while poisoned in this way. A poisoned creature falls prone. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Reactions

Cocoon. When a Medium or smaller humanoid falls prone within 10 feet of it, the wood weird trapper's runners cocoon the creature. The target is grappled (escape DC 11) and restrained while grappled in this way. A wood weird trapper can cocoon only one creature at a time.

At the start of each of the wood weird trapper's turns, a creature grappled by the trapper must succeed on a DC 11 Constitution saving throw or take 3 (1d6) piercing damage and 3 (1d6) poison damage. If a humanoid dies while cocooned in this way, its flesh lignifies over 24 hours, and it then rises as a wood weird seeder.

GM Advice: The wood weird, and other creatures that are most effective when they seem harmless, rely on careful presentation. If you run a game when you never describe a plant during travel or wilderness investigation, and then you suddenly go into detail about a particular plant, the players realize something is amiss. In the sessions or encounters before presenting the wood weird, be sure to at least mention the flora of the region. This may help allay suspicion, providing a greater chance for the characters to be challenged by the creature.

Wood Weird Seeder

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	4 (–3)	10 (+0)	10 (+0)

Damage Vulnerabilities fire
Damage Resistances piercing
Condition Immunities blinded, deafened
Senses blindsight 60 ft, passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the wood weird seeder is motionless, it is indistinguishable from an inanimate tangle of woody vines shaped like a humanoid.

Actions

Multiattack. The wood weird seeder uses its alluring spores, and then it makes a slam attack.

Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft. one target. *Hit*: 7 (2d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or fall prone.

Alluring Spores. The wood weird seeder targets one humanoid it can sense within 10 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be charmed by the wood weird seeder. While charmed in this way, a target can take no reactions and can use its action only to Dash. If the charmed target is more than 5 feet from the seeder, the target must move as far as it can toward the seeder, trying to come within 5 feet. The target avoids obvious danger, including opportunity attacks. If the target can't avoid such danger, the target can repeat the saving throw before entering the dangerous area. The target also repeats the saving throw if the target takes damage and at the end of each of the target's turns. If any saving throw is successful, the effect ends on the target. The effect also ends in 1 minute or if the wood weird seeder is destroyed.

Worms-in-the-Walls

"It was hideous! Hundreds of writhing worms squeezed from the walls and swarmed over poor Mugsy. His screams didn't last long."

Creatures from Beyond. Most hope the Aether Kindred slumber still, but the disgusting creatures known as worms-in-the-walls have been seen with an alarming frequency near places of learning or powerful magic. Their ties to the Aether Kindred are irrefutable.

Hidden Infestations. These gray-colored worms are roughly 1 foot long and exceedingly thin. They hide in the walls of old decrepit buildings, especially dwellings where arcane magic suffuses the area. They can merge, creating fast-moving swarms with frightening intelligence.

Alien Minds. These worms can speak telepathically and mentally assault threats. Strange markings are carved into structures infested with the aberrations; however, no one has yet deciphered their meaning

Salvage

Alchemists given the carcasses of at least ten worms, and 200 gp worth of alchemical regents, can craft a *potion of mind reading*. This task requires 8 hours and a successful DC 13 Intelligence check using alchemist's tools.

Lore

DC 10 Intelligence (Arcane): Individually, the worms are intelligent, but they gain genius-level intellect when gathered in a swarm.

DC 15 Intelligence (Arcane): The bites of the creatures can briefly poison victims. Swarms of these creatures can psionically cast powerful magics that affect the mind.

Worm-in-the-Wall

Tiny aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 1 (1d4-1)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	8 (-1)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +2
Senses blindsight 30 ft., passive Perception 9
Languages telepathy 30 ft.
Challenge 0 (10 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack*. +2 to hit, reach 5 ft., one creature. *Hit*: 1 piercing damage and the target must make a DC 9 Constitution saving throw or take 2 (1d4) psychic damage and be poisoned until the end of their next turn.

Worms-in-the-Walls Swarm

Large swarm of Tiny aberrations, neutral evil

Armor Class 14 (natural armor)
Hit Points 39 (6d10 +6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	18 (+4)	12 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Stealth +3
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages telepathy 60 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aetheric Resilience. The swarm has advantage on Intelligence, Wisdom, and Charisma saving throws.

Aura of Psychic Disruption. The swarm deals 5 psychic damage to any creature that ends its turn in the same space or within 5 feet of the swarm.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 14, +6 with spell attacks). It can innately cast the following spells, requiring no components:
At Will: *vicious mockery* (at 5th level)
1/day each: *consume mind, detect thoughts, suggestion, unseen servant*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny worm. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 10 (2d8+1) piercing damage and 9 (2d8) psychic damage, or 10 (2d8+1) piercing damage if the swarm has half of its hit points or fewer, and the target must make a DC 14 Constitution saving throw or be poisoned until the end of their next turn.

Frightful Presence. Each creature of the swarm's choice that is within 60 feet of the swarm and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm's Frightful Presence for the next 24 hours.

Wretched Celebrants

"Each year we have a festival to celebrate the dead. It's great fun, unless the dead join us."

Joyful Dead. Across Etharis, festivals celebrate the dead. The details might change, but the atmosphere is one of elation and excess. Participants eat and drink heartily, wear elaborate costumes, and hold parades with dazzling floats. Sometimes, however, the dead walk disguised among the living.

Awful Jubilation. Scholars argue about the reason undead creatures appear at these festivals. Some say the jubilant atmosphere draws the dead, while others claim the dead feed upon the energy of the crowds. If someone interrupts the celebration, undead revelers turn violent, using eldritch might to attack the party-poopers.

Salvage

Wretched celebrants often carry or wear ornate objects. They're dressed to party.

The wretched master of ceremonies' whip retains some of its magic. In the hands of a creature attuned to it, this magic whip deals an extra 2d4 psychic damage to any target it hits.

Lore

DC 10 Intelligence (History): Wretched celebrants are rare, but they sometimes appear at festivals and carnivals that celebrate the dead.

DC 15 Intelligence (Religion): Wretched revelers and drivers are motivated by the fun and excess of these celebrations, and they attack only if they are revealed or if the revelries are halted prematurely. The wretched master of ceremonies, however, comes to a celebration hoping to cause chaos. Other wretched celebrants follow the master's lead.

Wretched Reveler

Medium undead, chaotic neutral

Armor Class 12
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	8 (–1)	11 (+0)	15 (+2)

Skills Acrobatics +4, Deception +4, Performance +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 2 (450 XP) **Proficiency Bonus** +2

Body Moving. As a bonus action, the wretched reveler sings a catchy tune. One creature of the reveler's choice within 30 feet and able to hear the reveler must succeed on a DC 12 Charisma saving throw or be charmed until the start of the reveler's next turn. While charmed in this way, the target uses its movement to dance in place without leaving its space, causing disadvantage on attack rolls and Dexterity saving throws. Other creatures have advantage on attack rolls against the target while it dances.

The reveler can stop singing at any time, ending the effect. This effect ends early if the reveler is incapacitated or destroyed, or if the target can't hear the song.

Actions

Multiattack. The wretched reveler makes two attacks.

Tankard. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 3 (1d6) poison damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 3 (1d6) poison damage.

Wretched Driver

Medium undead, chaotic neutral

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +5, Athletics +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 3 (700 XP) **Proficiency Bonus** +2

Angry Driving. The wretched driver can use a bonus action to control a vehicle. When the driver does so, it can drive recklessly, forcing other creatures on the same vehicle to succeed on a DC 13 Dexterity saving throw or fall prone.

Actions

Multiattack. The wretched driver makes two rapier attacks. It can replace either attack with a cursed shout.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 5 (2d4) necrotic damage.

Cursed Shout. One creature of the wretched driver's choice within 30 feet of and able to hear the driver must succeed on a DC 12 Charisma saving throw or take 10 (3d6) psychic damage and become frightened until the start of the driver's next turn.

Wretched Master of Ceremonies

Medium undead, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	12 (+1)	15 (+2)	18 (+4)

Skills Deception +7, Insight +5, Perception +5, Persuasion +7
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Innate Spellcasting. The wretched master of ceremonies' innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *disguise self*, *misty step*

Jubilant Thralls (Recharges after a Short or Long Rest). Humanoids of the wretched master of ceremonies' choice able to hear and within 30 feet of the master must make a DC 15 Charisma saving throw or become charmed. A creature fighting the master has advantage on this saving throw. A charmed target is incapacitated, has a speed of 0, and has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the master for 1 minute, or until the target takes damage or can no longer hear the master. The effect ends if the master is incapacitated or can no longer speak. Those who remain charmed for 1 minute are no longer incapacitated and return to their normal speed. However, they remain charmed and regard the master as someone to be heeded and protected, taking the master's requests and actions in the most favorable way possible. Charmed targets protect the master and interfere with those trying to harm the master, but they take great risks only if such bravery or foolishness is part of their normal nature.

Each time anything harmful happens to a target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 1 hour or until the master is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect on one or more targets.

Turning Defiance. The wretched master of ceremonies and any undead within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The wretched master of ceremonies makes two whip attacks. It can replace either attack with macabre direction.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and 10 (3d6) psychic damage. If the target is a creature, the wretched master of ceremonies moves it up to 10 feet to another unoccupied space within the master's reach.

Macabre Direction. One creature of the wretched master of ceremonies' choice within 30 feet of and able to hear the master must succeed on a DC 15 Charisma saving throw or become charmed until the start of the master's next turn. The master can use the target's reaction to force it to make one weapon attack or cast one cantrip it knows at a target of the master's choice.

Xakalonus

"The Stillborn Forest crawls with these beasts, and their howls foretell even larger monsters approaching."

Spawn of the Hraptnon. The legendary monster known as the hraptnon holds sway in the Stillborn Forest, protecting its hidden heart at a central glade. Xakalonus are spawn of this monstrosity, coming into being when blood spurts from that monster's wounds. Unlike their progenitor, xakalonus can leave the Stillborn Forest, and they now threaten the lands that border the dangerous place.

Driven Away, Called Home. When their creator, the hraptnon, is in danger, the xakalonus in its vicinity rush to its defense. When all threats are gone, however, the creatures have the innate urge to wander far and wide. Their goal is to devour the brains of magic-using creatures. Once they do this, they instinctively return to the hraptnon, disgorge the brains for the hraptnon to consume to maintain its horrible existence, and then they wander off again.

Salvage

A xakalonus brain is encased in a viscous jelly which can be turned into a substance called *arcane oil* (see Chapter 4). This oil's creation requires a proficient alchemist to spend 8 hours and 200 gp of components. They must succeed on a DC 15 Intelligence (Arcana) check to create the substance.

Lore

DC 15 Intelligence (History): Xakalonus are created from wounds to the hraptnon. These creatures, though always originating in the Stillborn Forest, can be found anywhere in Etharis. They feed on the brains of creatures that use magic, then return to offer up the brain to the hraptnon.

DC 20 Intelligence (Arcana): If magic effects but does not harm a xakalonus, the magic might heal them or power their attacks instead.

Xakalonus

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	9 (–1)	12 (+1)	9 (–1)

Skills Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Absorption. If a xakalonus succeeds on a saving throw against a magical effect that would damage it, but it takes no damage instead, the xakalonus regains 11 (2d10) hit points instead. Alternatively, if the xakalonus is at full hit points, the next successful melee attack by the xakalonus deals an additional 11 (2d10) force damage.

Magic Resistance. The xakalonus has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The xakalonus makes one bite and one claws attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Sonic Bark (Recharge 5-6). All creatures within 30 ft. who can hear the xakalonus must succeed on a DC 14 Constitution saving throw or take 14 (4d6) thunder damage and be stunned until the end of their next turn. Other xakalonus and the hraptnon are immune to this.

Yggdrasili

"If you see a friend who looks like his hat size has increased a bit, you might be looking at the end of your life as you know it."

Psychic Infestation. The yggdrasilis are a collective of humanoids from various races who've contracted a viral psychic infection that binds them to one another in subservience to the Aether Kindred, Pharazorthok. Linked together to a hivemind, yggdrasili pursue their goals by covertly infiltrating communities and institutions until they have amassed enough drones to take what they want by force. Isolated communities who suspect the early stages of an yggdrasili infiltration can descend into paranoia and mob violence, whether their fears of yggdrasili are founded or not.

The rawest form of the hivemind is an yggdrasili cloud, a mist of swirling violet. This cloud is an infectious vector that can move to other locales to spread the infection. It can also act as a scout, feeding information telepathically to other yggdrasili in the area. When enough yggdrasili drones gather, they can release a new cloud, almost as if they're breeding.

Assimilated Development. When an yggdrasili renders a humanoid unconscious with psychic attacks, it attempts to connect that creature to the yggdrasili hivemind. Upon awakening, an infected creature is alive but no longer capable of exerting its will. As a drone, it's beholden to directions telepathically given from the closest yggdrasili crown. In the absence of a nearby crown, an yggdrasili feels compelled to remain incognito and infect others with the condition.

In the infection's early stages, yggdrasilis appear much like they did in life. Their physical appearance is unchanged, and an yggdrasili drone has access to the original creature's memories, mannerisms, and other personal details. As the condition advances, the drone forgets the details of its host's former life, and its veins become more evident as its head swells. These symptoms are especially pronounced in those who become yggdrasili crowns.

An yggdrasili crown has protruding veins and a swollen head. This change means crowns no longer pass as members of other species. Along with the physical changes come increased psychic abilities. Drones operate on impulses the hivemind dictates, but crowns have a greater degree of autonomy. They can coordinate nearby drones to complete complex missions.

Regardless of the age of the host body, yggdrasili hosts die of decrepitude after 10 years.

Pharazorthok's Pawns. Yggdrasilis operate at the behest of the Aether Kindred, but Pharazorthok doesn't share clear objectives or desires with yggdrasilis. The communities yggdrasilis target are often places of little obvious value and isolated from the outside world. If the yggdrasilis have a goal, only Pharazorthok knows it.

Hivemind. The yggdrasili drone is connected to a hivemind with all other yggdrasilis, which they use to share information. This hivemind means that if the drone is aware of a threat, all yggdrasilis within its telepathy range are aware of the threat.

Coming from a variety of people, yggdrasilis have access to varied sets of skills. If a large group of yggdrasilis occupies an area within 1 mile of each other, each yggdrasili can add its proficiency bonus to any ability check.

Barriers that block Assimilation block this trait.

Salvage

An yggdrasili crown's blood is thick sap that can be used to create psychic enchantments. Boiled and cooled quickly, the sap hardens into a jewel. Someone who has proficiency with alchemist's supplies can make this jewel with 3 days of work, the blood of one yggdrasili crown and reagents worth 500 gp, and a successful DC 13 Intelligence (Nature) check. Someone who has proficiency with jeweler's tools can place the gem in a fine helm or fashion it into a ring. The helm becomes a *helm of telepathy*, while the ring is a *ring of resistance (psychic)*.

Someone who has proficiency with alchemist's supplies or an herbalism kit can instead use the sap and reagents worth 100 gp to make three *potions of mind reading*. Making these potions takes 1 day and a successful DC 13 Intelligence (Arcana) check.

Lore

DC 13 Intelligence (Religion): Yggdrasilis are the servants of Pharazorthok, an Aether Kindred who can

Yggdrasili Drone

Medium humanoid, lawful evil

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	17 (+3)	11 (+0)	12 (+1)

Saving Throws Wis +2
Skills Deception +5, Perception +2
Damage Vulnerabilities lightning
Damage Resistances psychic
Condition Immunities charmed
Senses blindsight 15 ft., passive Perception 12
Languages all, telepathy 30 ft.
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Assimilation. A creature that drops to 0 hit points or fails a death saving throw within 15 feet of an yggdrasili drone must succeed on a DC 13 Charisma saving throw or become an yggdrasili drone. A creature near enough to multiple yggdrasilis needs to make only one saving throw at the highest DC among those yggdrasilis. This effect can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead or barrier of force blocks it.

Psychic Feedback. When the yggdrasili drone takes psychic damage, creatures within 5 feet of it must succeed on a DC 13 Wisdom saving throw or take the same amount of psychic damage. If withing 5 feet of multiple yggdrasilis, a creature attempts the save only once and takes only the highest amount of psychic damage.

Psychic Static. Attempts to read an yggdrasili drone's thoughts fail. The creature making the attempt must succeed on a DC 13 Intelligence saving throw or take 8 (2d4 + 3) psychic damage.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Psychic Lash. A creature the yggdrasili drone can sense within 30 feet of it must succeed on a DC 13 Intelligence saving throw or take 8 (2d4 + 3) psychic damage.

possess the minds of mortals. Yggdrasilis have resistance or immunity to psychic damage.

DC 13 Intelligence (Arcana): Yggdrasilis are wary of storms. They avoid going outside if they've recently seen lightning or heard thunder. That's because all yggdrasilis are vulnerable to lightning damage.

DC 15 Intelligence (Religion): A living yggdrasili drone can be turned back into its former self if it's deprived of contact with the hivemind for 24 hours. Someone must cast *remove curse* or *greater restoration* on the drone, or use similar magic.

Yggdrasili Cloud

Huge monstrosity, lawful evil

Armor Class 14
Hit Points 65 (10d12)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	19 (+4)	10 (+0)	18 (+4)	14 (+2)	13 (+1)

Saving Throws Wis +5
Skills Perception +5, Stealth +7
Damage Vulnerabilities lightning
Damage Immunities poison, psychic
Damage Resistances bludgeoning, slashing, and piercing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, grappled, poisoned, prone, restrained
Senses blindsight 30 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Assimilation. A creature that drops to 0 hit points or fails a death saving throw within 30 feet of an yggdrasili cloud must succeed on a DC 15 Charisma saving throw or become an yggdrasili drone. A creature near enough to multiple yggdrasilis needs to make only one saving throw at the highest DC among those yggdrasilis. This effect can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead or barrier of force blocks it.

Cloud. The yggdrasili cloud can occupy another creature's space and vice versa, and the cloud can move through any opening large enough for air to enter, but it can't enter or move through liquid.

Misty Stealth. While in misty conditions, in the sky among clouds, or underwater, the yggdrasili cloud has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Psychic Static. Attempts to read an yggdrasili cloud's thoughts fail. The creature making the attempt must succeed on a DC 15 Intelligence saving throw or take 11 (2d6 + 4) psychic damage.

Actions

Multiattack. The yggdrasili cloud uses psychic thrash twice. With each use, the cloud can target up to two creatures, provided one of those creatures is in the cloud's space.

Psychic Thrash. A creature the yggdrasili cloud can sense within 60 ft. of it must succeed on a DC 15 Intelligence saving throw or take 11 (2d6 + 4) psychic damage. If the saving throw fails by 5 or more, the creature is also incapacitated for 1 minute. The creature ceases being incapacitated if it takes damage, or another creature uses an action to shake the incapacitated creature from its stupor. An incapacitated creature can also repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yggdrasili Crown

Medium humanoid, lawful evil

Armor Class 15 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Wis +5
Skills Deception +7, Perception +5
Damage Vulnerabilities lightning
Damage Immunities psychic
Condition Immunities charmed
Senses blindsight 60 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aetheric Aura. When a creature within 10 feet of the yggdrasili crown takes psychic damage, it takes an extra 5 (2d4) psychic damage.

Assimilation. A creature that drops to 0 hit points or fails a death saving throw within 60 feet of an yggdrasili crown must succeed on a DC 15 Charisma saving throw or become an yggdrasili drone. A creature near enough to multiple yggdrasilis needs to make only one saving throw at the highest DC among those yggdrasilis. This effect can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead or barrier of force blocks it.

Psychic Static. Attempts to read an yggdrasili crown's thoughts fail. The creature making the attempt must succeed on a DC 15 Intelligence saving throw or take 14 (2d8 + 5) psychic damage.

Actions

Multiattack. The yggdrasili crown makes two slam attacks. It can use psychic whip instead of making a slam attack.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage, 2 (1d4) psychic damage, and Aetheric Aura.

Psychic Whip. A creature the yggdrasili crown can sense within 120 feet of it must succeed on a DC 15 Intelligence saving throw or take 14 (2d8 + 5) psychic damage and be unable to take reactions until the start of its next turn.

Mind Bomb (Recharges after a Short or Long Rest). The yggdrasili crown chooses a point it can sense within 120 feet of it. Psychic noise explodes in a 20-foot-radius sphere centered on that point. Creatures in that area must make a DC 15 Intelligence saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails also can't take reactions for 1 minute and rolls a d4 with every ability check or saving throw, subtracting the number rolled from the check or saving throw result. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Zabrielite Truthseeker

"Have no fear, mortal. Look into my eyes so that the truth might be revealed."

Messenger Eagle. A Zabrielite truthseeker manifests as a giant, stalking eagle-heron with a human head and crest of incandescent head feathers. Its enormous silver eyes project blazing beams of radiant energy. They were created to be messengers of the gods, and aid mortal rulers in governing their realms with wisdom.

Birds of a Feather Flock Together. During the War of the Four Divines, all sides summoned and bound Zabrielite truthseekers, assigning them to divine justiciars and inquisitors in their reckless pursuit to eliminate rival faiths. It wasn't uncommon to see flocks of truthseekers accompanying a celestial host as flying artillery or assisting with ferreting out spies and informants. Zabriel's own dereliction of duty encouraged her servitor angels to follow suit, and they pursued their own truth-seeking agendas as they served court mages, judges, and would-be philosopher-kings.

A Separate Agenda. The longer they spend away from the divine presence the gods, the more uncompromising and fervent Zabrielite truthseekers become. The act of uncovering secret cabals and conspiracies has taken on a life of its own; they search for truth for its own sake and not in service to the higher good. They're just as likely to attempt to reveal the secrets of incautious adventurers as they are the machinations of evil-doers.

Salvage

Four Zabrielite truthseekers' plumage is a key ingredient in *wings of flying*. A proficient weaver can spend 7 days and 2500 gp of components to craft those wings with a successful DC 20 Intelligence (Arcana) check.

Lore

DC 10 Intelligence (History): The avian creature known as the truthseeker ferrets out large conspiracies, using their abilities to slay the transgressors. They are often overzealous in their pursuits.

DC 15 Intelligence (Religion): Truthseekers were servants of the gods, but they are tied directly to Zabriel, the Arch Seraph of Truth.

DC 20 Intelligence (Arcana): The eyes of the truthseeker can shoot radiant bolts, and its gaze can transfix those who the creature attacks.

GM Advice: A truthseeker can act as an ally to characters one moment, and an enemy the next, depending on the moral and ethical decisions and makeup of the adventuring party. Accepting the assistance of a truthseeker comes with certain risks and obligations.

Zabrielite Truthseeker

Large celestial, lawful neutral

Armor Class 16
Hit Points 147 (14d10 + 70)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	20 (+5)	19 (+4)	23 (+6)	22 (+6)

Saving throws Dex +9, Wis +9, Cha +9
Skills Insight +9, Investigation +7, Perception +9
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 19
Languages All, telepathy 120 ft.
Challenge 7 (2900 XP) **Proficiency Bonus** +3

Inscrutable. The Zabrielite truthseeker is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to determine the Zabrielite truthseeker's intentions or sincerity have disadvantage.

Magic Resistance. The Zabrielite truthseeker has advantage on saving throws against spells and other magical effects.

Actions

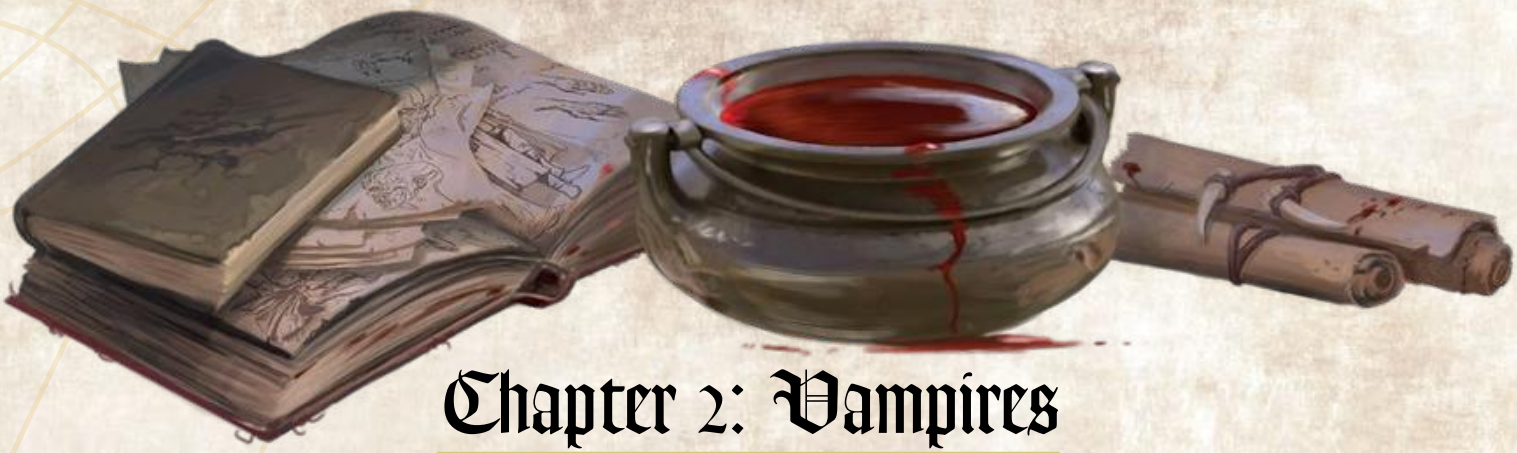
Multiattack. The Zabrielite truthseeker can make two attacks: one with its eye beams and one with its talons.

Eye Beams. *Ranged Spell Attack*: +9 to hit, range 120 ft., one target. *Hit*: 27 (5d10) radiant damage. This attack does not suffer disadvantage if the truthseeker is adjacent to an enemy and it ignores all but total cover.

Talons. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit* 22 (3d10 + 6) slashing damage.

Transfixing Gaze. The Zabrielite truthseeker chooses one creature within 60 feet that it can see and gazes upon its soul. The target must succeed on a DC 17 Wisdom saving throw or become paralyzed. While the creature is paralyzed, the Zabrielite truthseeker can read its mind to learn the creature's surface thoughts and gain insight into the creature's motivations, emotional state, and major concerns. At the end of each of the creature's turns it may make another Wisdom saving throw. On a success the effect ends.

The Zabrielite truthseeker must maintain concentration as if concentrating on a spell for the duration of the effect and the effect ends if it stops concentration. While using its transfixing gaze the Zabrielite truthseeker cannot attack with its eye beams.



Chapter 2: Vampires

"The lifeblood of a creature isn't necessarily just… blood. It can be hopes, dreams, goals or love. Some vampires sup on those."

The curse of vampirism is known to the commoners of Etharis. A vile corruption of body and mind, it twists the heart while devouring the soul of one so afflicted. Vampires share traits gained in their transition from mortal life, but from there, their paths vary.

Vampiric Existence

When a sapient creature is afflicted with vampirism, it's akin to being reborn. They return to an infantile state as the mind reels with the influx of new sensory input. The body changes dramatically, and over time, the new vampire grows into their new powers. They must learn to control novel urges, and they might develop new skills and abilities as they recapture—and, in some cases, surpass—their former capacities and talents.

Ancestry

Every vampire is different, although spawn display the fewest differences. One's ancestry grants them specific abilities that others might not have, and a variety of traits can be seen among them. Some are cleverer, some are stronger, some are more dexterous, but all are dangerous. A vampire's terrifying hunger ravages all who fall victim to it.

Needs

Vampires share some urges with the humanoids they once were. Although vampires eat and drink, failing to do so can't kill them. Instead, lack of drink and food—blood, flesh, and marrow—makes them lethargic and brings out feral urges to hunt and feed. Unlike most humanoids, however, vampires don't need to breathe.

Resting

Most vampires sleep during daylight hours. They do so in a resting place that contains a portable object or objects related to the vampire's death or burial, such as soil from their native land. Lack of rest can subject a vampire to exhaustion. And when a vampire is near death, their resting place becomes essential to recovery.

The portable nature of objects that allow the vampire to prepare a resting place means the vampire can travel. To do so, the vampire takes their essential objects along and prepares a new resting place at the destination.

Curing Vampirism

A creature infected with vampirism can be cured, but doing so isn't easy. One constant exists in seeking a cure—you can be cured only as a spawn, and only after the vampire who made you dies. After a vampire is destroyed, their spawn become stunned for moments. When a vampire spawn is stunned due to their progenitor being destroyed, a remove curse spell can begin the process of ending the vampiric state. The spell must be cast while the spawn is stunned due to the progenitor's destruction or the magic has no effect on the vampirism. Even if successful, the former spawn then needs care and recovery time, along with more magical treatment to stave off and end the curse. Tales about curing vampires rarely end well, but no two record the same methods being used after the initial weakening of the curse.

Vampire Ancestries

The curse of vampirism can affect nearly any sapient species of humanoid. When first contracted, the curse manifests in a painful restructuring of a person's body. An individual's original heritage influences the process and the result of the macabre transformation. Therefore, no single type of vampire exists. A dwarf that contracts vampirism shares some qualities with a human vampire, but each demonstrates a handful of traits unique to their ancestry. Information regarding specific strains of vampires is presented later in this chapter, though a few exceptions follow.

Disembodied. One might believe a vampire that can slip the bonds of the material world and skulk through the Ethereal Plane would make for an ideal predator. But no records exist of disembodied falling victim to the curse. Why they have immunity is anybody's guess, and rumors run the gamut from divine blessings to latent enchantments from the catastrophe of Ulmyr's Gate.

Lycanthropes. Lycanthropy is also a curse, and many sages swear that a were-creature is immune to the curse of vampirism. Those sages are fools. The fzeg is a vile cross between a werewolf and a vampire. Additionally, members of a clan of werebears swear by the legend of the Bloodlord. In this tale, a mighty werebear reveals their vampirism by slaying all their kin, vampire and werebear,

in one fell swoop. Werebears see this tale as a cautionary one, respecting the myth while eradicating packs of vampires at every opportunity.

Mixed Ancestries. People of mixed ancestries, such as half-elves and half-orcs, are rare. The curse of vampirism rebuilds the victim's body, and the inherited traits of an individual war with the curse as it manifests. Very few survive the experience, but those who do are some of the strongest creatures of the night. They bring the strengths of their heritage and, in some cases, few of the weaknesses other vampires suffer.

Wechselkind. A wechselkind is a construct, crafted by fey to replace a human child. They are naturally resistant to affliction The vampiric curse seems to be, in part, a kind of infection, which might be why no wechselkind vampires exist.

Vampire Age

The more time a vampire spends in the embrace of the curse, the more power they gain. Vampires age in categories, including newborn spawn, young vampires who have outgrown their wilder spawn tendencies, and adults who have matured in their vampirism and gained considerable might. Adults that endure for centuries become ancients, vampires at the pinnacle of vampiric power.

Artificial or magical aging has no effect on a vampire's age category. If a curse ages a young vampire 50 years, they remain a young vampire.

Spawn (onset to 10 years)

When first afflicted with vampirism, a spawn spends their time in thrall to a master. This bond is inherently strong. The master instructs the spawn in the ways of the vampire pack, just as an adult wolf teaches whelps. It's rare for a vampire of this age to be found alone.

A vampire spawn needs the instruction. Although a powerful creature, they lose their sense of self and lack awareness of their full capabilities. A spawn retains their previous intelligence but struggles to express complex thoughts or concepts because of pain and the distraction of new sensory input. These changes are excruciating, and the hunger is almost unbearable. Spawn attack recklessly to slake this horrid craving.

In time, the spawn grows and learns enough that they gain more control.

Young (10 years to 50 years)

A young vampire has regained a sense of self. They might remain in the company of their master, but the relationship has evolved. The young vampire has outgrown the need for a teacher but can't create spawn of their own.

Free of the pains and violent urges that plagued their younger existence, young vampires are still emotional creatures, prone to immediate and raw responses. They share many similarities with children. Their loyalties are fickle, and they coexist with a pack more for protection than devotion.

Very few vampires survive this stage.

Adult (50 years to 250 years)

An adult vampire has grown into their gifts. At this age, a vampire's supernatural power permeates their lair, and they have all a legendary vampire's speed and prowess. Most can also take the form of a beast, such as a bat.

Vampires of this age have become cruel and capable. They enjoy playing with their prey, and some attack in beast form. Doing so confounds would-be monster hunters, since victims often believe a monstrous beast attacked them. Most adult vampires relish such ruses and believe a little terror "spices the meal."

Adult vampires can create spawn. At this age, many vampires leave one pack to form another.

Ancient (250 years and older)

A vampire who reaches the venerable age of 250 years or more is extremely rare. Such a vampire has significant control over their form and faculties. They wield tremendous power, and their corrupted nature triggers wicked desires.

An ancient vampire has progeny and allies of all sorts. Vampires and other creatures of the night hunting with and for them. They employ assassins, bodyguards, and ne'er-do-well business agents to protect their interests.

Bards tell tales of ancient vampires stalking through society's upper echelons. Rumors spread about powerful people being vampires, especially if the person has a mixed reputation and seemingly refuses to age. If such a creature existed, they'd have resources to prevent the truth from spreading.

Vampire Lairs

A vampire chooses a comfortable, defensible location for their lair, often a place they knew well during their humanoid life. Vampire lairs usually gain a scary reputation, and a vampire might have few servants to keep the lair up, so an older vampire lair is usually in a state of disrepair.

Lair Actions

Adult and ancient vampires form a supernatural bond with their lair, allowing them lair actions. On initiative count 20 (losing initiative ties), such vampires can take a lair action to cause one of the following effects. The vampire can't use the same effect two rounds in a row:

- A swarm forms from the insects in the area. The vampire commands the swarm, which takes its turn just after the vampire. The swarm of insects remains until the vampire takes a different lair action, until the swarm is dispersed, or until the vampire drops to 0 hit points.
- Thorny vines or bloody tenatcles erupt from the ground in a 30-foot radius centered on a point the vampire chooses within 120 feet of the vampire. This area is difficult terrain for creatures of the vampire's choice. When the impediments appear, each creature of the vampire's choice in the area must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15) and restrained while grappled in this way. The plants or tentacles retreat into the ground when the vampire uses another lair action or the vampire drops to 0 hit points.

- Thick mist rolls out from the vampire's position in a 30-foot-radius sphere. The sphere spreads around corners, and its area is heavily obscured for all creatures except the vampire. It lasts until the vampire takes another lair action, the vampire uses a bonus action to dismiss it, the vampire drops to 0 hit points, or a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Regional Effects

The power of an adult or ancient vampire's curse changes the region surrounding the vampire's lair, creating any of the following effects:

- Biting insects and their larvae increase noticeably in population within 1 mile of the lair.
- Unnerving natural sounds—twigs breaking, leaves crunching, trees creaking, and so on—are louder within 1 mile of the lair.
- Plants within 500 feet of the lair are tougher, twisted, and any thorns or thistles they have are longer and more painful when they prick.
- The air within 500 feet of the lair is noticeably colder and smells faintly of blood. This cooling of the air makes mist more likely around the lair.

If the vampire dies, these effects linger for one week, then dissipate over 1d6 days.

Vampire Salvage

Vampires have treasure. How much depends on their age and lair. A vampire's body can also be valuable, also depending on age.

Treasure. Vampires keep mementos of their history and kills. Some say they do so to maintain a connection to life, whether to their past existence or to the lives they have extinguished. Others suggest this hoarding is practical—a vampire has a harder time engaging in trade and wants to keep objects they might later need.

Younger vampires seldom own more than they can carry. If beholden to an older vampire, a younger one must often give up a portion of their wealth to the elder. Spawn and young vampires retain personal trinkets related to their living existence.

As a vampire ages, their collection grows. Rarer items end up among the baubles, coins, and jewels. The vampire might also acquire real property and have the deed or title to land or buildings.

Ancient vampires have and might use an array of magic items. An ancient might attune to an item and bathe it in blood regularly, eventually imparting a curse that makes a new owner seek vampirism. Ancient vampires are also the most likely to have magical contingencies set up, such as an item that stores the vampire's soul if they die or acts as a vessel for an effect such as a *magic jar* spell.

Vampire Parts. As a vampire ages, their flesh becomes tainted with supernatural forces. Someone who prepares and uses certain parts of a vampire can gain some benefits… at a price. Older vampires have the material traits of younger vampires. Some of these materials must be consumed (they needn't be consumed fresh or raw), and if a humanoid does so and dies within 24 hours, that person rises as a vampire spawn the night after being buried.

Spawn. Someone who has proficiency with alchemist's supplies or cook's utensils can render a vampire spawn or older vampire's flesh in a manner like that done to produce candle tallow. Doing so for one vampire requires 1 day of work, other materials worth 50 gp, and a successful DC 13 Intelligence or Wisdom check. The result from a typical vampire is three applications of an ointment. Applying the ointment takes 1 minute and causes any vampire to have disadvantage on Wisdom (Perception) checks to sense the user. Also, the ointment repels insects and arachnids, who have disadvantage on Wisdom (Perception) checks and attack rolls against the user. They usually leave the user alone. The user also has advantage on saving throws against magically produced insects, such as the *insect plague* spell. One application lasts 1 hour.

Someone who has proficiency with alchemist's supplies or an herbalism kit can powder the vampire's claws and mix them with reagents worth 50 gp. Brewing takes 3 hours. The result is a *potion of climbing* that also allows the drinker to climb upside down along ceilings.

Young. A living creature can eat a young or older vampire's eye to gain darkvision in a radius of 60 feet or increase their existing darkvision by that distance for 1 hour.

Adult. An adult or older vampire's tongue can be eaten. A non-beast who does so can comprehend and verbally communicate with beasts for 1 hour. A beast instead gains the ability to speak one language the vampire knew for the same duration. The eater must succeed on a DC 13 Constitution saving throw or become poisoned for the same duration and unable to regain hit points while poisoned in this way. Beasts who eat vampire parts often reanimate as zombies when they die.

Ancient. Someone who has proficiency with alchemist's supplies or an herbalism kit can powder an ancient vampire's bones with reagents worth 1,000 gp. Doing so requires 3 days of work and a successful DC 15 Intelligence or Wisdom check. If the process is successful, it produces four doses of a powder that, if eaten, reduces age by 2d4 years. It also removes all exhaustion, cures all diseases, and neutralizes any poison. For 8 hours, the powder maximizes any healing the eater receives, including from Hit Dice. For 1 hour, the eater has advantage on Strength checks and saving throws, and they deal 1d4 extra damage with Strength-based weapon attacks. The eater also has resistance to all damage for 1 minute. Eating the powder, however, extends the time that a creature might rise as a vampire spawn if slain and buried to 13 days.

Vampire Lore

Vampires are known throughout Etharis, but many prefer to believe the dire creatures are stories meant to scare children into going to bed on time and to come home before sunset. That said, a few details are common among the tales:

DC 10 Intelligence (Religion): A vampire's hunger is their focus, and if presented with large amounts of food—blood, fresh meat, and marrow—the creature might be distracted.

Vampires heal quickly, but they have notable weaknesses. They share a weakness to sunlight and running water, and vampires can enter a home only if invited.

DC 15 Intelligence (History): Religious folk carry tales of vampires from region to region, but there are whispers that ancient vampires have infiltrated the upper echelons of some churches.

DC 20 Intelligence (History): Few know that a vampire's weaknesses lessen as the vampire ages. Some vulnerabilities disappear completely, while the vampire's body regenerates faster and faster. An ancient vampire even becomes inured to sunlight; pride might be an ancient's greatest weakness.

The vampire also gains power with age. Older vampires can turn to mist, transform into animals, and move and attack with frightening alacrity.

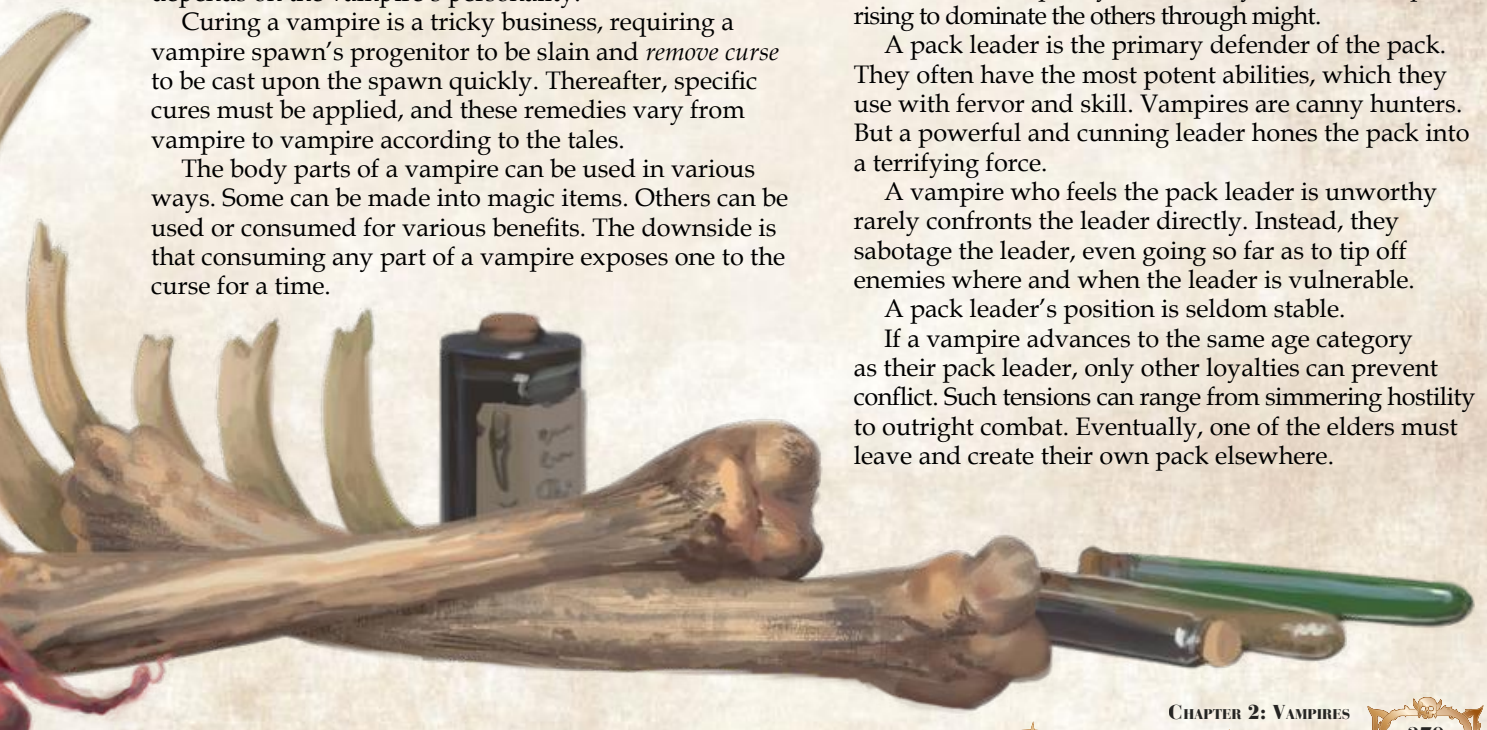
It is said that a vampire isn't truly dead until their heart has been destroyed. Folklore maintains that some vampires can regenerate even after being reduced to ash.

DC 20 Intelligence (History): Historical accounts tell of ancient vampires who have their claws in everything from politics and the economy to cultural activities. They have been known to have "friends" in high places.

DC 20 Intelligence (Religion): A vampire can sense if their vampiric kin come to harm. The blood bond they share is powerful, but this sense lacks precision. How a vampire reacts to the destruction of one of their kin depends on the vampire's personality.

Curing a vampire is a tricky business, requiring a vampire spawn's progenitor to be slain and *remove curse* to be cast upon the spawn quickly. Thereafter, specific cures must be applied, and these remedies vary from vampire to vampire according to the tales.

The body parts of a vampire can be used in various ways. Some can be made into magic items. Others can be used or consumed for various benefits. The downside is that consuming any part of a vampire exposes one to the curse for a time.



Building a Vampire

Vampires vary. This chapter provides several ways to customize them. But the basic process for building a vampire is as follows:

- Start with the stat block from the Vampire Statistics section labeled with the age you prefer.
- Add capabilities you like from the vampire's original ancestry. Some samples can be found following the Vampire Ancestry section. Most of these capabilities manifest once the vampire is young or older, but it's up to you whether to add them to your vampires.
- Give the vampire other equipment, proficiencies, actions, and traits fitting for the NPC you mean to create.
- Apply effects from equipment and spells you've given your unique vampire.
- Evaluate whether you've added anything that increases the vampire's Challenge.

Vampire Encounters

Vampires group into loose packs of like-blooded companions. These packs commonly contain three to eight (1d6 + 2) vampires, with one member at a higher age than the others—the pack's leader and, likely, progenitor. Each vampire could have a couple (1d3 – 1) spawn. The pack might share a lair, but they aren't always together. When building a vampire encounter, consider the following elements:

- Who leads the pack?
- Where does the pack live?
- Is there enough food for the pack?
- What is the pack's motivation?

Leaders

The eldest member of a pack is the default leader, regardless of the prowess of other pack members. This drive is innate and has few exceptions. Tales of packs mixing speak of discord handled quickly and violently, with one vampire rising to dominate the others through might.

A pack leader is the primary defender of the pack. They often have the most potent abilities, which they use with fervor and skill. Vampires are canny hunters. But a powerful and cunning leader hones the pack into a terrifying force.

A vampire who feels the pack leader is unworthy rarely confronts the leader directly. Instead, they sabotage the leader, even going so far as to tip off enemies where and when the leader is vulnerable.

A pack leader's position is seldom stable.

If a vampire advances to the same age category as their pack leader, only other loyalties can prevent conflict. Such tensions can range from simmering hostility to outright combat. Eventually, one of the elders must leave and create their own pack elsewhere.

Location

A vampire pack can be found nearly anywhere. Many prefer to lair in places where they can operate undisturbed, such as in abandoned buildings or deep inside ruins. Others, especially as they age and grow into their powers, find it advantageous to live closer to food sources, so they dwell in places near or in settlements or along major trade routes.

Food

Vampires can survive on any blood or blood-laden material, but they prefer that of humanoids and have distinct tastes. They endeavor to satisfy that specific hunger whenever possible.

A vampire needs one to two liters of blood, five to six pounds of fresh meat, or one pound of marrow per day. Consuming too little not only causes hunger but increases their likelihood of falling into bestial rage. Consuming too much can result in the vampire falling into unconsciousness while their body digests the extra nutrients. This slumber can last anywhere from a few days to months or more. A vampire who survives this state might find they've developed new powers.

Vampires sometimes recruit willing mortals as blood suppliers. This practice is uncommon and hard to maintain. Vampires fall prey to their destructive urges easily and kill without meaning to. When freed, such willing vampire prey are damaged for the rest of their lives, plagued by nightmares and worse. Still, they swear they entered the arrangement willingly, yet cannot explain their motives further.

Motivations

Early in their lifecycle, a vampire desires only to feed. Their lives are chaotic and violent, their desires simple. As they age, they refine their tastes and actions, channeling their urges in new ways. They might take an interest in long-term investments, such as cultivating a blood cult or establishing a shipping or travel business in which the occasional lost cargo isn't met with much suspicion.

Vampire Statistics

"They stood like scarecrows in the field. Stiff. Ragged. They didn't blink or move. I ran back to the house, and when the pounding on my door finally stopped, only devastation remained in the yard. I abandoned the farm the next day, but their vacant eyes will forever haunt me."

Vampire Ancestry

The ancestry of a humanoid can affect how vampirism manifests. The following sections show how vampires of specific species can gain unusual traits based on that ancestry. Use them to build your own vampires or as inspiration for vampires of other species that you create.

Vampire Spawn

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Athletics +6, Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages known in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Running Water. The vampire takes 20 acid damage when it ends its turn in running water at least the size of a stream.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage and 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GM Advice: Vampires have always been problematic enemies in roleplaying games. Their lore in myth, entertainment, and popular culture lends itself to some complicated and erratic game play. As much as they're portrayed as very powerful and difficult to defeat, they have very distinct weaknesses and vulnerabilities that can make them more fragile than is typical for an RPG foe.

The main weapon most vampires wield in real-world lore is their secrecy, which gives support to other strengths: wealth, power, anonymity, servants, thralls, connections, etc. When you have a monster that you can kill with a simple wooden stake to the heart, the importance of secrecy cannot be understated. Vampires, especially the most powerful ones, would use every trick in their arsenal to make sure that no one ever knew they existed.

Young Vampire

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +7, Wis +5
Skills Athletics +7, Perception +5, Stealth +7
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 15
Languages the languages known in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 15 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 15).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 2 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Adult Vampire

Medium undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +9, Wis +7
Skills Athletics +9, Perception +7, Stealth +9
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 17
Languages the languages known in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Beast Form. If the vampire isn't in sunlight, it polymorphs into a Small or smaller beast, usually with fangs and claws, or back into its true form. While in beast form, the vampire can gain a fly or swim speed of 30 feet, but its other statistics remain the same. If the new form lacks claws, the vampire can make slam attacks that deal the same amount of bludgeoning damage. Anything it wears transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

GM Advice: By the time a vampire gains enough power and prestige to become an adult, they should be well-versed in not only their own powers, but they should have a good grasp of the political and social situation in the area surrounding their lair, whether it's a villa within a city or a cave complex in the far reaches of a wilderness. The need for living creatures to feed their terrible appetites directs their actions, but they'll have worked hard and used their resources to make sure that need is met, and met well.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Ancient Vampire

Medium undead, any evil alignment

Armor Class 18 (natural armor)
Hit Points 209 (22d8 + 110)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +11, Wis +9, Cha +9
Skills Athletics +11, Perception +9, Stealth +11
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages the languages known in life
Challenge 19 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage, it regains 10 hit points from the next use of this trait instead.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 19).

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage and 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Beast Form. If the vampire isn't in sunlight, it polymorphs into a Medium or smaller beast, usually with fangs and claws, or back into its true form. While in beast form, the vampire can gain a fly or swim speed of 30 feet, but its other statistics remain the same. If the new form lacks claws, the vampire can make slam attacks that deal the same amount of bludgeoning damage. Anything it wears transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 120 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Bite (2 Actions). The vampire makes one bite attack.

Purify Blood (2 Actions). Even if the vampire can't take actions, one condition ends on it.

GM Advice: Ancient vampires should be in a position where adventurers opposing them would have to go through several levels of challenge and danger just to get a clue that the ancient vampire even exists. Such a creature is strong and resourceful enough that it would be at the center of an entire campaign, and its reach would touch on a great number of schemes, plots, and intrigues. The ancient vampire would have created a vast number of spawn, young, and adult vampires that serve it. More importantly, entire groups or organizations would act on behalf of the ancient one. Assassin guilds, military groups, baronies or kingdoms, and entire church sects would, wittingly or unwittingly, be doing the work of the ancient vampire. And most importantly, heroes would have to survive the attention of all those groups, fighting their way through to the leadership, just to get an inkling that the ancient vampire is involved.

Bugbear Vampire

"I thought the brutes were going to tear me apart. Little did I know they had a worse fate planned for me."

Physically Imposing. Already an imposing creature, a bugbear afflicted with vampirism becomes even more of a hulking brute. Their muscles grow enormous, with ropey veins bulging from flesh that their fur fails to cover. Bugbear vampires are capable of great feats of strength. They eschew the weapons they used in life in favor of the visceral close combat of tooth and claw.

Reckless Predators. Corruption has made bugbears wild and chaotic in their normal lives. Vampirism has a similar effect. A bugbear vampire is a brutal fighter who aims to kill quickly without much consideration for personal safety. Few vampires survive to the adult stage, but even fewer bugbear vampires do.

Might and Stealth. Only an elder vampire of considerable might can prevent young bugbear vampires from reducing prey to gory remains. But under such direction, bugbear vampires are effective — if ruthless— agents for missions that require infiltration or a bloody ambush.

Bugbear Vampire Customization

A bugbear vampire is stronger than others of its age, having a higher Strength score and the Rampage trait— see the stat block. The vampire relies on this brute force and much less on reason and charm, so their Intelligence and Charisma is often lower. Such vampires outgrow the brashness of the spawn stage more slowly, and they're therefore often still chaotic evil. The vampire loves to surprise foes, then fight, feed, and kill in an efficient but brash manner. A bugbear vampire has the Clawing Lunge, Reckless, and Surprise Mauling traits, as shown in the stat block. As with many other creatures who have darkvision in life, the bugbear vampire has darkvision superior to that of typical vampires its age (add 30 feet).

Salvage

The muscles of a bugbear vampire can provide a gruesome reward. Somebody who has proficiency in the Medicine skill can harvest muscle tissue from a bugbear vampire. Someone who has proficiency with alchemist's supplies or the Arcana skill can then treat the muscles with reagents worth 2,500 gp over 14 days. Exposure to sunlight during this process causes the tissue to wither and become useless. Otherwise, the process requires a successful DC 13 Intelligence or Wisdom check and, if successful, produces one *muscle graft* (see chapter 4).

Lore

DC 10 Intelligence (Religion): The vampiric curse intensifies a bugbear's worst tendencies while increasing their strength to astonishing levels. Bugbear vampires relish close combat.

DC 15 Intelligence (History): Bugbear vampires are so bloodthirsty and overconfident that they can fail to look out for their own safety. Goading such a vampire into anger is one way to make them reckless.

Bugbear Vampire (Young)

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +7, Wis +5
Skills Athletics +8, Perception +5, Stealth +7, Survival +5
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 15
Languages the languages known in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Clawing Lunge (1/Turn). As part of one claw attack, the vampire extends its reach by 5 feet.

Rampage. When the bugbear vampire reduces a creature to 0 hit points with a melee attack on its turn, the bugbear can take a bonus action to move up to half its speed and make a bite attack.

Reckless. At the start of its turn, the vampire can gain advantage on melee weapon attack rolls until the start of its next turn, but attack rolls against it have advantage until then.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Surprise Mauling. If the vampire surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. If the attack is a bite, 3 (1d6) of this damage is necrotic damage.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 15 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 16).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 2 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

GM Advice: Bugbear vampires play a strange role in the history of their kind. Having already succumbed to Tormach's Rage, bugbears are fearsome killers. Those bugbears who succumb to vampirism take on new powers, but they no longer fit into the plans of Tormach. Different groups of normal bugbears might treat a bugbear vampire much differently. Some might assume the vampirism is another blessing from Tormach, while others might see it as a corruption. Adventurers might easily find themselves caught in a struggle between a group of bugbears and a bugbear vampire's followers.

Downcast Vampire

"I heard the mournful song as I rounded the corner of the crumbling church. By the time I realized the creature singing had been feasting on a family visiting the graveyard, it was nearly too late for me."

Sorrowful Singers. A downcast vampire is a sad, broken creature. Stripped of divinity and further shackled by the curse of vampirism, they spend their days in sorrow, distracting themselves by killing and singing. Creatures hearing a downcast vampire's dirge can be driven to extremes, and some lose consciousness.

Creature of the Light. Although the curse of vampirism changes the downcast, celestial ancestry makes the vampire less susceptible to turning. The undead state insulates the celestial form completely against necrotic damage. But the vampire's form is less mutable.

Downcast Vampire Customization

A downcast vampire often has higher Wisdom than other vampires, although the change into vampiric form costs the vampire their celestial magic. Downcast vampires lack the Beast Form and Mist Form actions, although the creature still turns to mist if close to destruction. They also have the Turn Resistance trait. Young and older downcast vampires have the Dirge action.

Salvage

The flesh of a downcast vampire, reduced to ash, can be a potent healing agent if activated properly. (Using the flesh in this way precludes rendering it into ointment but doesn't prevent the use of the vampire's claws, tongue, or bones.) Someone who has proficiency with alchemist's supplies or the Arcana skill and brewer's supplies can take the ash from one adult or older downcast vampire's remains and brew it for 1 day with a *potion of healing*. If the brewer succeeds on a DC 15 Intelligence or Wisdom check, the brew becomes a *potion of heal* (see chapter 4). Failing the check results in a *potion of harm* (see chapter 4), although it appears no different from its counterpart until consumed.

Lore

DC 10 Intelligence (History): Downcast were anchored to the world when their lords perished. The curse of vampirism bars them from returning to celestial realms. Mentioning this fact might cause debilitating sadness, but it could also lead to reckless rage.

DC 15 Intelligence (Arcana): A downcast vampire's mournful dirge sends all but the bravest who hear it running in terror. Some are so overwhelmed, they pass out.

DC 20 Intelligence (Religion): A downcast vampire is immune to radiant damage and the creature is extremely hard to turn.

Vampire, Downcast (Adult)

Medium undead

Armor Class 16 (natural armor)
Hit Points 154 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	13 (+1)	16 (+3)	15 (+1)

Saving Throws Con +10, Dex +8, Wis +8
Skills Athletics +9, Perception +8, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Senses darkvision 120 ft., passive Perception 18
Languages the languages it knew in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in magical darkness or running water. If the vampire takes necrotic damage, this trait doesn't function at the start of the vampire's next turn.

Legendary Resistance (1/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Turn Immunity. The downcast vampire is immune to effects that turn undead.

Shapechanger. If the vampire isn't in magical darkness or running water, it can use its action to polymorph into a Tiny beast (such as a bat or a mouse) or a Medium cloud of mist, or back into its true form.

While in beast form, the vampire can't speak, its walking speed is that of the new form, including any flight, climb, or burrow speeds that may be present. Its statistics, other than its size and speed, are unchanged. Anything it is wearing is transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hove, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from running water.

Misty Escape. When it drops to 0 hit points outside of its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in magical darkness or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Magical Darkness Sensitivity. The vampire takes 20 necrotic damage when it starts its turn in magical darkness. While in magical darkness, it has disadvantage on attack rolls and ability checks.

Sorrowful Dirge. The vampire can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the vampire, the target must succeed on a DC 16 Wisdom saving throw or be deeply affected by the Celestial-infused tune and be forced to flee the area for 1 minute or until it takes any damage.

A creature so affected must spend its turns trying to move as far away from the vampire as it can, and it can't willingly move into a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. A creature with 3 or fewer Hit Dice that fails this saving throw is immediately reduced to 0 hit points and falls unconscious as the latent Celestial magic overloads their mind.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws (vampire form only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 8 (1d8 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (vampire or beast form only). *Melee Weapon Attack*: +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire or one of its allies, incapacitated, or restrained. *Hit*: 6 (1d6 + 3) piercing damage plus 10 (3d6) radiant damage. The target's hit point maximum is reduced by an amount equal to the radiant damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Legendary Action

The downcast vampire can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Strike. The vampire makes one attack with its claws.

Dragonborn Vampire

"The vampire had golden scales and glittering eyes. It breathed fire, charring and rotting flesh at the same time."

Precise Predator. Dragonborn subjected to vampirism become calculating killers. They enjoy the hunt and the fight, but they approach each with cunning and skill. Even dragonborn vampire spawn are calmer and more precise than is normal for vampires of that age. This love of the hunt and battle, nevertheless, makes dragonborn vampires more likely to take risks, which their pack mates take advantage of. Many dragonborn vampires perish in confrontations before aging into more power.

Rotting Breath. Vampirism pollutes the draconic bloodline with a curse of undeath. This corruption strengthens the dragonborn's breath weapon, allowing it to deal the damage it dealt before alongside life-withering necrosis. A dragonborn vampire can also use this breath more often than living counterparts.

Dragonborn Vampire Customization

A dragonborn vampire retains an edge in Strength compared to their peers. Also, the vampire has the resistance and breath weapon their draconic ancestry grants. Use the vampire's Hit Dice as their level for the damage the breath deals. However, the breath also deals necrotic damage equal to that the vampire's bite deals. This necrotic damage neither reduces a target's hit point maximum nor causes the vampire to regain hit points. Vampirism accentuates the predator aspects of a dragonborn's draconic ancestry, and so their breath recharges more quickly their of living counterparts. A dragonborn vampire also has the Brutal Attacks trait.

Salvage

A dragonborn vampire's teeth hold magic more readily than other vampires. Someone who has proficiency with smith's tools can fashion a vampire's fang into a *corrupted-tusk-dagger* (see chapter 4). Making the weapon requires 5 days of work and other materials worth 250 gp. To utilize the teeth properly, the smith or somebody assisting them must have proficiency in the Arcana, Nature, or Religion skill.

Lore

DC 10 Intelligence (History): Dragonborn vampires are reputed to be cunning and precise hunters who relish combat.

DC 15 Intelligence (Religion): Vampirism heightens the draconic ancestry of a dragonborn, who retains the resistances and breath weapon of that line.

DC 20 Intelligence (Arcana): A dragonborn vampire's breath weapon not only deals elemental damage, but also withers life, and the vampire can use that breath more often than typical for dragonborn.

Dragonborn Vampire (Young)

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +7, Wis +5
Skills Athletics +8, Perception +5, Religion +5, Stealth +7
Damage Resistances fire, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 15
Languages the languages known in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Brutal Attacks. When the vampire scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 15 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 15).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Breath Weapon (Recharge 5–6). Each creature in a 15-foot cone must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 2 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

GM Advice: The key to defeating a vampire is learning and exploiting its weaknesses while avoiding its strengths. A cautious vampire does everything in its power to hide those weaknesses. Unfortunately, players have access to fancy tomes detailing monsters that their characters do not have access to. Fortunately, GMs have their imaginations!

One way to keep players on their toes is to change some of the weaknesses and strengths for monsters, and a dragonborn vampire is an excellent candidate for change. With a connection to elements because of their draconic ancestries, dragonborn vampires' stats can be changed to show that elemental affinity, or the perversion of it. For example, fire or cold damage instead of radiant damage may be needed to negate a red dragonborn vampires Regeneration.

Dreamer Vampire

"It moved in an eerie pattern, stumbling with some steps, as graceful as a dancer with others. It called to mind my mother, before and after she fell ill. Then, I realized I was alone in the dark."

Nightmare Feaster. Dreamer vampires take their sustenance from nightmares, visiting sleeping mortals and inflicting night terrors. When close to a sapient creature, a dreamer vampire can plunge that victim into an illusory nightmare world and feast upon the victim's terror.

Dream Voices. A young or older dreamer vampire communicates and moves in enigmatic ways. Their mind taps the dream world regularly, and the vampire filters useful information that often comes in a cryptic form. Dreamer vampires have been known to accurately predict coming events, especially catastrophes, despite possessing no skill in divination magic.

Dreamer Vampire Customization

A dreamer vampire needs to eat the psychic energy from others, and does so in small ways via dreams. Dreamer vampires are resistant to psychic damage instead of necrotic. They are a little less agile and more analytical than vampires of a similar age. All dreamer vampires have the Nightmare Walker trait. A young or older dreamer vampire trades in illusion instead of reality and can't change their shape. Instead, they have the Dreamer Escape reaction. Young and older dreamer vampires have the Nightmare Killer action, too.

A dreamer vampire might be more ponderous than other vampires of their age (lower Dexterity and AC). But the vampire makes up for that loss with resilience (higher Constitution and hit points).

Horrid tales speak of ancient dreamer vampires who can use Nightmare Killer on multiple targets. To make this legend true, once per day, the ancient dreamer vampire can use Nightmare Killer on creatures of its choice within a 30-foot radius sphere centered on a point the vampire chooses within range of the effect.

Salvage

The brain of a young or older dreamer vampire has a connection to nightmares and bizarre prescience. Someone who has proficiency with alchemist's supplies or cook's utensils can prepare the brain according to a fabled recipe. Doing so requires other ingredients worth 250 gp, and the preparer must succeed on a DC 13 Intelligence or Wisdom check. If the process is successful, the brain produces four portions, and each portion makes the eater impossible to surprise for 24 hours. An improperly prepared brain has only the deleterious effect of eating a vampire body part.

A spellcaster can eat the whole properly prepared brain of an adult or older dreamer vampire as part of casting the *foresight* spell. Doing so extends the spell's casting time to 10 minutes but increases the spell's duration to 24 hours.

Lore

DC 15 Intelligence (Religion): A dreamer vampire is as connected to dreams as a living dreamer, but the vampire prefers nightmares.

DC 20 Intelligence (History): Dreamer vampires damage the mind more than the body when they feed. They can create a nightmare dreamscape to drain victims of psychic energy.

Dreamer Vampire (Adult)

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +8, Wis +7
Skills Athletics +9, Insight +7, Perception +7, Stealth +8
Damage Resistances psychic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 17
Languages the languages known in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Nightmare Walker. To benefit from a long rest, the vampire must touch the dreams of at least one humanoid within 1 mile. After finishing a long rest in this way, the vampire gains one skill or tool proficiency until finishing a long rest.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite. In place of its bite, the vampire can use nightmare killer.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 14 (4d6) psychic damage. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Nightmare Killer (Recharge 6). The vampire taps into the nightmares of one creature the vampire can see within 120 feet of it. The target must succeed on a DC 16 Wisdom saving throw or take 22 (4d10) psychic damage and become frightened for 1 minute, immersed in an illusory dreamscape. Half the psychic damage the target takes reduces the target's hit point maximum and allows the vampire to regain hit points like the vampire's bite.

The vampire is one manifestation and the source of the target's fears. This terrifying "reality" extends as far as the target can see, including making the target unable to sense creatures friendly to it if the vampire desires. The target rationalizes any inconsistencies between the real world and the dreamscape.

During the vampire's turn, while the target remains frightened in this way, instead of using its bite as part of an action, the vampire forces the victim to repeat the saving throw. On a failure, the target takes another 22 (4d10) psychic damage. If the save succeeds, the effect ends. The effect also ends if the vampire ends its turn out of range or dies.

Reactions

Dreamer Escape. When it drops to 0 hit points outside its resting place, the vampire doesn't fall unconscious but polymorphs into a Medium cloud of luminous, ectoplasmic "vapor" that sheds dim light in a 10-foot radius. Anything it wears or carries transforms with it. The vampire can't transform into this vapor in sunlight. If the vampire can't transform, it dies.

While in vapor form, the vampire can't take any actions or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, this mist can pass through objects and liquid but treats both as difficult terrain. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage, except the damage from sunlight, and has resistance to damage other than radiant. If the vampire ends its turn inside an object, the vampire dies, its body, in its true form, merged with the object.

While it has 0 hit points in vapor form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. The vampire reverts to its true form if it dies. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Dwarf Vampire

"Dwarves delve, even when they're dead and need blood to survive."

Earth Bound. Vampirism amplifies the dwarven connection to earth and stone, awakening ancient elemental connections in the dwarf's bloodline. Dwarf vampires burrow like ghosts passing through walls, and instead of turning to mist when near death, they meld into the nearest earth or stone. Similarly, a person slain by a dwarf vampire's bite spontaneously sinks into the ground.

Silver Scorned. For some reason, the corruption of vampirism makes dwarves susceptible to silver. They dislike its presence near them, and wounds from silver weapons slow the vampire's healing. A silver spike through the vampire's heart is a sure way to destroy them, although unlike other vampires, wood isn't useful in that regard.

Dwarf Vampire Customization

Vampirism connects a dwarf to the element of earth more closely. A dwarf vampire has the speed of a dwarf (25 feet) but can burrow and glide through some types of earth and stone without disturbing it, gaining a burrow speed and Earth Glide trait. The vampire retains much dwarven resilience in the form of high Constitution, immunity to poison, and resistance to effects that turn undead. The vampire's darkvision is also better than normal for a vampire of that age.

A dwarf vampire is slower on their feet (lower Dexterity and AC). However, their toughness is legend (higher Constitution and hit points).

Young and older dwarf vampires cannot turn to mist as other vampires do. Instead, these vampires sink into the earth or stone when near death—see the Earthen Escape trait. Those a dwarf vampire slays with a bite also sink into the earth. This burial is enough to assure rebirth as a vampire spawn.

Dwarf vampires have a vulnerability to silver unusual for vampires and ironic for dwarves. It's an odd reversal of an affinity for valuable metals dwarves have in life and the elemental expressions of a dwarf vampire

Salvage

Dwarf vampires often display avarice. They collect treasure with zeal. Most wear numerous valuable objects and pieces of jewelry, eschewing anything silver.

Someone who eats the tongue of an adult or older dwarf vampire gains no ability to speak with beasts but can instead speak to nonmagical, unworked earth or nonmagical stone for 10 minutes. These substances can tell what creatures have been within 10 feet of them within the last 24 hours, as well as what they conceal, if anything. Earth and stone have limited perspective but offer as much information as they are asked for.

Lore

DC 10 Intelligence (History): Dwarf vampires spend their time hunting prey or wealth, preferably under the ground.

DC 15 Intelligence (Arcana): Vampirism connects a dwarf strongly to the earth. The vampire can meld into earth and stone and travel through it. They do so when near death, hiding in the earth to heal.

DC 20 Intelligence (Religion): Silver irritates a dwarf vampire and makes their wounds slow to heal. But poison is ineffective against a dwarf vampire, and only the most faithful can hope to turn one.

Dwarf Vampire (Adult)

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 25 ft., burrow 10 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +8, Wis +7
Skills Athletics +9, History +6, Perception +7, Stealth +8
Damage Immunities poison
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages the languages known in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Earth Glide. The vampire can burrow through nonmagical, unworked earth and any nonmagical stone. While doing so, the vampire doesn't disturb the material it moves through.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from a silvered weapon, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Turn Resistance. The vampire has advantage on saving throws against any effect that turns undead.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Silver to the Heart. The vampire dies if a piercing weapon made of silver is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way sinks into nonmagical unworked earth. If buried in this or any other way, the humanoid rises the following night as a vampire spawn under this vampire's control.

Beast Form. If the vampire isn't in sunlight, it polymorphs into a Small or smaller beast, usually with fangs and claws, or back into its true form. While in beast form, the vampire can gain a fly or swim speed of 30 feet, but its other statistics remain the same. If the new form lacks claws, the vampire can make slam attacks that deal the same amount of bludgeoning damage. Anything it wears transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Reactions

Earthen Escape. When it drops to 0 hit points, the vampire and whatever it's wearing and carrying sinks into nonmagical, unworked earth or any nonmagical stone. The substance must be large enough to contain the vampire's body and must be within 50 feet of the vampire, or this reaction fails to work. If the vampire can't meld with earth or stone, it dies.

Once within the earth or stone the vampire is paralyzed until it regains at least 1 hit point. The vampire can only hear what's going on beyond the earth or stone it's within and makes Wisdom (Perception) checks to do so with disadvantage.

If damage to the earth or stone or a change in its shape makes it too small to accommodate the vampire, the vampire dies if still at 0 hit points, and its body and gear are expelled from the earth or stone. After spending 1 hour in the earth or stone with 0 hit points, the vampire regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

GM Advice: Dwarf vampires should be particularly dangerous, as they can hide in lairs deep underground. Passing easily through the earth, they have access to areas that heroes might find hard to reach. Remember, though, that these vampires need access to blood, so they must come out of their hiding places as some point.

Elf Vampire

"She was ancient, tall and gaunt, imperious and fierce. Her skin was translucent and slightly luminous with the crimson fluid beneath lending it a bizarre, vibrating flush. Her anger and sorrow reached from her, sharing the sense of a time before my people cut and burned the forest. I wept."

Fey Horror. Vampirism emphasizes fey qualities among elves. The elf becomes wispier, more ephemeral and haunting. An elf vampire's fey resistances become enhanced to the point that the vampire is hard to turn and can't be rendered unconscious or charmed. The vampire enters a trance for a few hours instead of sleeping, remaining aware of their surroundings during that time.

Fey Majesty. Fey ancestry and vampirism combine to give an elf vampire influence over the minds of humanoids and beasts. Legends of vampire enchantments could stem from the powers of elf vampires, who might have been the first to suffer this curse. The power of mental influence also allows the vampire to share sorrow and fear with those the vampire has charmed, or to befuddle their minds.

Also, those the elf vampire charms for long periods develop an attachment to the vampire, which can grow into a macabre affection even when the creature isn't charmed. Tales say ancient elf vampires can charm creatures other than humanoids and beasts.

Elf Vampire Customization

As shown in the following stats, young and older elf vampires gain Turn Resistance and immunity to being charmed or rendered unconscious. Although some wood elves are an exception, most elf vampires do not take on animal form and, therefore, lack the Beast Form action. Young and older elf vampires also gain the Fey Majesty action, but until the vampire is ancient, as is the one in the stat block, they can affect only humanoids and beasts with this power.

Salvage

An elf vampire's flesh turns to glittering powder when the vampire dies. This powder can still be used to make the ointment rendered vampire flesh can make. However, this dust can also be used as a material component for any enchantment spell or spell that deals necrotic damage. If a spellcaster uses the dust in this way, the spell save DC for the spell increases by 2. If the spell requires an attack roll, the caster scores a critical hit on a roll of 19 or 20, and any damage die for necrotic damage that rolls a 1 is treated as a 2. One vampire produces enough dust for two uses, plus one use per age category of the vampire beyond spawn.

Lore

DC 15 Intelligence (History): Elf vampires don't sleep, so they are aware all the time. And they can't be charmed or knocked unconscious.

DC 15 Intelligence (Religion): Fey ancestry combines with vampirism to render elf vampires resistant to effects that turn undead.

DC 20 Intelligence (Arcana): Elf vampires can manipulate the minds of beasts and people. Legend says that ancient elf vampires can sway the minds of other creatures.

Elf Vampire (Ancient)

Medium undead, any evil alignment

Armor Class 18 (natural armor)
Hit Points 209 (22d8 + 110)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +11, Wis +9, Cha +9
Skills Arcana +8, Athletics +11, History +8, Perception +9, Stealth +11
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, unconscious
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages the languages known in life
Challenge 19 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage, it regains 10 hit points from the next use of this trait instead.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Turn Resistance. The vampire has advantage on saving throws against any effect that turns undead.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 19).

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage and 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Fey Majesty. The vampire targets one creature it can see within 30 feet of it. If the target can see or hear the vampire, the target must succeed on a DC 17 Charisma saving throw or be charmed. The charmed target regards the vampire as a friend to be heeded and protected. Although not under the vampire's control, it takes the vampire's requests in the most favorable way and is a willing target for the vampire's bite.

While the target is charmed, the vampire can communicate with the target telepathically within 300 feet. The vampire can use a bonus action to force the target to repeat the saving throw. If the save fails, the vampire can render the creature full of despair (disadvantage on ability checks and attack rolls) or confused (as the confusion spell) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the despair or confusion on itself on a success.

Each time the vampire or the vampire's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until the vampire dies, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Mist Form. The vampire polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move and Claw. The vampire moves up to its speed and attacks once with its claws.

Bite (2 Actions). The vampire makes one bite attack.

Purify Blood (2 Actions). Even if the vampire can't take actions, one condition ends on it.

Gnome Vampire

"The vampire appeared among the wolves as if it had been one of them moments before. Despite its childlike size, it retained a feral aspect. The wolves treated it like their leader and died to protect it."

Vampiric Throwback. Gnome vampires are fierce and feral but still clever, and their fangs and claws are outsized for a small frame. The curse connects them with their ancestral roots, putting them in closer touch with nature and animals. As a gnome vampire ages, their connection with beasts grows stronger. Older vampires might have numerous animal allies, groomed over the ages as loyal minions. But gnome vampire spawn can speak to animals and easily cultivate relationships with them.

Mental Mettle. Although vampirism causes a kind of regression in a gnome's ancestral traits, the curse fortifies the mental strength common to gnomes. Gnome vampires are notoriously resistant to anything that forces them to act against their will or subjugates their personality or mental faculties.

Gnome Vampire Customization

Gnome vampires are Small, with a speed of 25 feet, and often weaker than other vampires (lower Strength). But they're just as agile and vicious—their attacks are just as accurate and damaging—and they can have more cunning (higher Intelligence). When converting the Hit Dice to d6s for a Small creature, keep the hit point maximum as close to the same as possible. A gnome vampire has enhanced darkvision (add 30 feet) and retains the resilient mind of a gnome, having Turn Resistance and proficiency in Intelligence, Wisdom, and Charisma saving throws. Gnome vampires also have the Speak with Beasts trait, and those young and older gnome vampires that can speak with beasts have the Command Beast action. Ancient gnome vampires can command five or more beasts with one action.

Salvage

Gnome vampires love trinkets and mementos. A gnome vampire has several such personal objects. These objects might not have much real value, but the vampire holds them dear and might bargain to regain or protect them.

Eating the tongue of a young or older gnome vampire imparts the beast speech benefits normal for the tongues of all adult vampires. The tongue of an adult or ancient gnome vampire allows the eater to cast *animal friendship* (spell save DC 13 for adult, 15 for ancient) at will while the beast speech effect lasts. The effect of an ancient tongue lasts 2 hours.

Lore

DC 10 Intelligence (History): Gnome vampires display a strong will like that of gnomes, allowing them to resist effects that work on the mind or other mental faculties.

DC 15 Intelligence (Nature): Vampirism throws a gnome back to some ancient time when gnomes were strongly connected to natural beasts. The vampire can speak to and command animals.

DC 15 Intelligence (Religion): The resistance to mental effects extends to effects that turn undead.

Gnome Vampire (Adult)

Small undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 142 (19d6 + 76)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	15 (+2)	14 (+2)	14 (+2)

Saving Throws Dex +9, Int +7, Wis +7, Cha +7
Skills Athletics +8, History +7, Nature +7, Perception +7, Stealth +9
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 17
Languages the languages known in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Speak with Beasts. The vampire can communicate with beasts and understand their communication.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Turn Resistance. The vampire has advantage on saving throws against any effect that turns undead.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 16).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Command Beasts. The vampire can choose up to three beasts that can hear or see the vampire and are within 30 feet of it. Those beasts must succeed on a DC 15 Wisdom saving throw or become charmed by the vampire, seeing it as a leader to be heeded and protected. They follow the vampire's verbal commands and often act in the vampire's interest even if left without a command.

Each time the vampire or the vampire's allies do anything harmful to a target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire dies, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Beast Form. If the vampire isn't in sunlight, it polymorphs into a Small or smaller beast, usually with fangs and claws, or back into its true form. While in beast form, the vampire can gain a fly or swim speed of 30 feet, but its other statistics remain the same. If the new form lacks claws, the vampire can make slam attacks that deal the same amount of bludgeoning damage. Anything it wears transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Small cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 ft., can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Halfling Vampire

"They were among us before we knew they were coming, and they easily avoided our weapons, dodging among our legs, tearing with their claws and fangs. When Johan finally got a bead on one, he found he couldn't shoot such an 'innocent' being."

Deadly Speed. Halfling vampires are supernaturally agile and their small size does little to decrease their deadliness. A halfling vampire moves easily among larger foes, spreading mayhem while sidestepping reprisals. And if resistance becomes too much, a halfling vampire retreats and hides, returning to the fray on their terms.

Brash Action. A halfling vampire, especially a spawn or young vampire, is less likely to think before acting than other vampires. They eagerly go for food and pleasure, showing little restraint, and they can kill without intending to. Being so heedless of consequences and focused on immediate reward means halfling vampires have a harder time surviving to older ages than most other vampires.

Corrupted Fortune. Halflings have uncanny luck, and in part, that fortune is due to the childlike look and nature of many halflings. Halfling vampires use this natural charm as a defense. Those who wish the vampire harm find it difficult to follow through on an attack while looking into the vampire's big, innocent eyes.

Halfling Vampire Customization

A halfling vampire is Small and has less practical Strength than Medium vampires, along with smaller claws and teeth. But a halfling vampire shows amazing alacrity (higher Dexterity), moving with amazing grace past other creatures and disappearing with little cover—see Cunning Action and Nimble Stealth. When converting the Hit Dice to d6s for a Small creature, keep the hit point maximum as close to the same as possible. Halfling vampires have a childlike aspect that supernaturally influences other creatures to refrain from harming the vampire in the Innocent Eyes reaction. Vampirism also accentuates halfling bravery, making the vampire fearless. But halfling vampires lack Beast Form.

Salvage

Someone who has proficiency with alchemist's supplies or brewer's supplies can distill the blood of a young or older halfling vampire into a *potion of speed*. A young vampire produces enough for one dose, an adult for two, and an ancient for three. Each dose requires 3 days of brewing and other reagents worth 500 gp, and the brewer must succeed on a DC 15 Intelligence or Wisdom check. Drinking one of these potions has the same effect as eating any vampire part.

Consuming the eye of a young or older halfling vampire also affects the eater as if *sanctuary* were cast on them.

Lore

DC 15 Intelligence (History): Halfling vampires are incredibly stealthy and fast. They can attack and disappear before victims realize what's happening.

DC 20 Intelligence (Arcana): A halfling vampire can prevent you from attacking them with a look. This defense is a form of enchantment magic.

Halfling Vampire (Young)

Small undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 112 (15d6 + 60)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Dex +8, Wis +5
Skills Acrobatics +8, Athletics +6, Perception +5, Stealth +8
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses darkvision 90 ft., passive Perception 15
Languages the languages known in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Cunning Action. The vampire can use a bonus action to take the Dash, Disengage, or Hide action.

Nimble Stealth. The vampire can move through the space of any creature larger than it. Also, the vampire can attempt to hide when obscured by a creature at least one size larger than it.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 15 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises the following night as a vampire spawn under this vampire's control.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Small cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Innocent Eyes. When a creature attacks or uses a harmful effect directly targeting the vampire while the vampire can see and is within 30 feet of that creature, the vampire can force the creature to make a DC 14 Wisdom saving throw. This reaction can't protect the vampire against area effects. Also, the target must be able to see the vampire, and the target enjoys any protection it has versus being charmed against this effect. On a failure, the creature can't attack the vampire and must choose another target or effect, or lose that use of the attack, spell, or effect. A creature can choose not to cast a spell or use an ability instead of losing that use of it. If the save succeeds for a creature, this vampire's Innocent Eyes reaction doesn't work on that creature for 24 hours.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 2 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

GM Advice: The social nature of halflings puts them in a strange position. They're more likely than most vampires to be found interacting with society, meaning more opportunity to feed. They must then rely on their luck and cunning to stay hidden, as opposed to relying to hidden, isolated lairs.

Laneshi Vampire

"The creature's flesh was loose and wrinkled, like he had soaked too long. His hair was tangled, matted with seaweed and sand. He had a wild look, and he made a slurping sound as he charged in."

Cursed Waters. The Llana'Shi Empire is no stranger to the dark tales of vampires. Vampirism has been among laneshi for ages, despite the protection of the sea. With more laneshi visiting lands above the waves, the curse has spread further. Old legends among laneshi speak of warriors falling under the curse for misdeeds, or of mystics transformed due to missteps or intentional arcane experiments

Blood Drinkers. More than other vampires, laneshi vampires prefer to drink their sustenance. Their feeding method leaves victims who survive parched. This connection to water gives a laneshi vampire some benefits. Running water never bothers laneshi vampires, and holy water is less effective against them. The downside to these advantages is that laneshi vampires can't survive without immersion in water.

Laneshi Vampire Customization

Laneshi vampires retain the swim speed of their living kin, and the undead state enhances their darkvision. Vampire blood brings out the long laneshi tradition of hit-and-run fighting styles in the Skirmisher trait. Running water doesn't harm a laneshi vampire, and they have resistance to the radiant damage holy water deals. A laneshi's bite drains moisture—see the Bite attack—and the vampire must regularly immerse in water or feed to stave off deadly dehydration. See the Water Reliance trait

Salvage

Someone who consumes part of a laneshi vampire can breathe water for 1 hour, in addition to other benefits and drawbacks.

Lore

DC 10 Intelligence (Nature): Laneshi vampires prefer to drink their sustenance and can rarely resist consuming blood if they see or smell it.

DC 15 Intelligence (Arcana): Vampirism makes laneshi agile fighters who move easily in and out of combat. They retain water-related advantages, including not only swimming, but also no weakness to running water other vampires have and a resistance to holy water. A laneshi's bite leaves a victim parched.

DC 20 Intelligence (Religion): A laneshi vampire can die if unable to immerse in water or feed. The vampire's body disintegrates if it dies in this way.

Laneshi Vampire (Adult)

Medium undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +9, Wis +7
Skills Athletics +9, Perception +7, Stealth +9
Damage Resistances necrotic, poison; radiant from holy water; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 17
Languages the languages known in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Skirmisher. The vampire can use a bonus action to take the Disengage action.

Speak with Beasts. The vampire can communicate with aquatic beasts and understand their communication.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Water Reliance. After 4 hours without immersion in water, the vampire takes 10 (3d6) acid damage at the end of each hour, starting with the fourth. It can regain hit points lost due to this trait only after being immersed in water or biting and dealing necrotic damage to a target. Regaining hit points from biting a target counts as being immersed in water for the vampire.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest, having had at least twice as much water to drink for the day as normal. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Beast Form. If the vampire isn't in sunlight, it polymorphs into a Small or smaller beast, usually with fangs and claws; a Medium or smaller beast with a swim speed, usually a shark; or back into its true form. While in beast form, the vampire can gain a fly speed 30 feet, but its other statistics remain the same. If the new form lacks claws, the vampire can make slam attacks that deal the same amount of bludgeoning damage. Anything it is wearing is transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying and swim speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air or water can pass through a space, the mist can do so without squeezing, but it can't pass through liquids other than water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant, unless that radiant damage is from holy water. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Ogresh Vampire

"The massive creature filled the room, its face just visible amid folds of noxious flesh. Then it smiled. It was a brilliant smile, with just a hint of malice. And when it spoke, it offered secrets, but at what cost?"

Gluttony Scions. An ogresh feels a natural desire to settle into an area that can support their immense appetite. The curse of vampirism enhances this desire to monstrous proportions. An ogresh vampire risks consuming everything around them, leaving a region barren for years to come. They grow large and corpulent. If left to their own devices, they can become so large that standard buildings can no longer accommodate them. Still, their movement isn't impeded, and so witnessing an ogresh vampire charging is memorable and terrifying.

Vicious Feeders. An ogresh vampire relishes consumption, especially consuming a sapient creature. Other vampires prefer to feast on blood, but an ogresh vampire prefers flesh, bone, and marrow.

Deviant Socialite. Ogresh set down deep social roots as they age, and those rare few that contract vampirism are no different. They work a complex series of deals and trades, ranging from goods to secrets and everything in between. However, their longevity, combined with the lengthy maturation period as a vampire, leads them to appear youthful for many more decades than normal. This appearance can cause others to underestimate an ogresh vampire at inopportune moments.

Grandiose Plans. Nothing about an ogresh vampire is small. They plan extensively, with backup plans, and backup plans for those backup plans.

Ogresh Vampire Customization

An ogresh vampire is agile for their mass, but less so than a typical vampire of their age (lower Dexterity and AC). The vampire makes up for the slowdown with sheer durability (higher Constitution and hit points) and higher Charisma. An ogresh vampire also gains its proficiency bonus on Constitution saving throws but lacks it on Dexterity saves. These vampires are immune to disease and poison, and they can't be charmed. However, an ogresh vampire can use Charm on others but lacks Beast Form. Ancient ogresh vampires can affect any sort of creature with their Charm, not only humanoids or beasts. Ogresh vampires gain the Massive trait in their later years.

Salvage

Ogresh vampires are likely to hide treasure in their folds of flesh. They also have a specialized bile that can be harvested. Someone who has proficiency in the Medicine skill can siphon this bile with a successful DC 13 Wisdom (Medicine) check and 10 minutes of work. Doing so successfully produces five doses of the bile. In its raw form, with 1 minute of application time, the bile masks the scent of a creature, meaning other creatures have disadvantage on Wisdom (Perception) checks that rely on smell to detect the creature coated in bile.

This bile also masks poisons in a similar fashion. A creature that tries to detect the poison with smell has disadvantage on the check to do so. If mixed with an ingested poison and consumed, this bile has the effect of any consumed vampire part.

Lore

DC 10 Intelligence (History): An ogresh's natural charm lends itself well to the curse of vampirism. Planning, coercion, bribes, and gluttony come easily to them.

DC 15 Intelligence (Religion): Vampirism makes a creature more of what they are, and an ogresh is rarely interested in small or short-term thoughts. An ogresh vampire grows larger than their mortal kin. And a beast form like that of other vampires is beneath a creature who places importance on reason and charm.

DC 20 Intelligence (Arcana): An ogresh vampire can grow so large that they seem too big for their home. This appearance is deceptive. The vampire might be slightly less nimble, but it is as or more dangerous than other vampires. And the vampire can move about its home in mist form.

Ogresh Vampire (Adult)

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Con +10, Wis +7
Skills Athletics +9, Deception +8, Insight +7, Perception +7, Persuasion +8
Damage Immunities poison
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, poisoned
Senses darkvision 90 ft., passive Perception 17
Languages the languages known in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Massive. The vampire is considered to be one size larger when determining what can grapple it, as well as its carrying capacity and the weight it can push, drag, or lift.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. The vampire dies if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the vampire can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage and 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried rises the following night as a vampire spawn under this vampire's control.

Charm. The vampire targets one humanoid or beast it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it's a willing target for the vampire's bite attack.

Each time the vampire or the vampire's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire dies, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Mist Form. If the vampire isn't in sunlight, it polymorphs into a Medium cloud of mist, or back into its true form. Anything it wears or carries transforms with it. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws. A vampire in mist form is immune to nonmagical damage, except damage from sunlight, and has resistance to damage other than radiant. The vampire reverts to its true form if it dies.

Reactions

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into its Mist Form instead of falling unconscious. If the vampire can't transform, it dies.

While it has 0 hit points in mist form, the vampire dies if it takes damage three times or radiant damage once. It can't willingly revert to its vampire form, and it must reach its resting place within 2 hours or die. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options here. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claws. The vampire attacks once with its claws.

Chapter 3: Mastering Intelligent Monsters

"Three of us were dead before we even got through the entrance to the lich's lair. It's almost as if the creature knew we were coming and what our tactics would be!"

The world of Etharis, the home to Grim Hollow campaigns, is a dreadful and dangerous place. Fortunately for its heroes, they have some advanced tools to deal with those dangers: concepts like transformations, advanced backgrounds, and new subclasses give them a bit of a power boost.

On the other side of the ledger, then, is the game master. Regardless of the power level of the monsters, players that take full advantage of all their player-facing options can be very difficult to challenge. For some players and game masters, that lack of challenge isn't an issue. For others, however, an exciting part of the experience is that risk of failure and character death.

Advanced Tactics

One tool game masters have at their disposal to challenge players without overwhelming them is to use tactics to the fullest potential. Some game masters shy from advice on running monsters with deadly tactics. They worry that playing monsters smarter sets an adversarial tone of "GM versus player" that can sour games. But even though losing is part of GM's job description, playing monsters to win can still lead to a better game.

If every creature just slugs out fights, trading blows until one side or the other reaches zero hit points, then every battle feels the same. Every monster feels the same. Beasts played with natural cunning and fiends played with diabolical intellect show off the traits that make them interesting. When monsters go for the kill, the players who beat them feel a sweeter triumph. Different strategies challenge characters to show off their abilities in varied ways. Consider welcoming every tactical edge you can gain, because D&D still stacks the odds for the players and GMs are usually outnumbered three (or more) brains to one.

This advice doesn't always mean "playing to win." Certain strategies, which can make a fight more challenging and deadly, can actually make fights less fun for everyone at the table. Depending on the temperament of your players, you might choose to skip some exploits and choose to add peril in other ways.

It's also important to remember that while this is a tactical game, it's also a method for creating stories. Just as we like characters to have personalities and attitudes that are entertaining and narratively consistent, so should the monsters think and act in a way that fits into their role in the world.

Nature and Intelligence

Once you decide how monsters should act, fit tactics to their temperament and intelligence. Disciplined skeletal troopers might fight in formation, but aggressive gnolls rarely so. Dim-witted ogres or mindless constructs just club things unless a leader calls out different orders.

Even creatures with animal intelligence use their abilities with instinctive cunning. Beasts know to use their fighting traits in dangerous ways, so wolves gang up on the weak, spiders creep and ambush, and tyrannosaurs who listened to their mums chew thoroughly before swallowing.

Reading Stat Blocks

To run a monster well, start with a look at its stat block.

Speed Kills. Look at the Speed entry for types of movement a typical character can't match. A fly speed means a monster can avoid melee attack, strike the ranged attackers and spellcasters who seem the most dangerous or vulnerable, and then potentially fly out of range. Burrow speed opens hit-and-run tactics that let creatures bury themselves underground between strikes. Incorporeal movement appears as a trait rather than a movement type, but its effect in battle mirrors burrow. Creatures with teleport abilities can keep picking the best place to fight or the best moment to escape.

Skill Thrills. Look for Stealth under the creature's Skills entry. A Stealth entry suggests a monster that wants to hide and ambush for surprise. That goes for most creatures with Stealth proficiency, or even just a high Dexterity. Creatures with Stealth and ranged attacks often favor sniping strategies with attacks from hiding for advantage.

Also look for proficiency with more knowledge-based skills like Arcana, Nature, or even Medicine. Just as a character might use their wits to learn more about the monsters (as described in the Lore sections for each monster), so too might monsters know something about the characters and their tactics with their own checks.

Resistance is not Futile. Next, check the creature's resistances and immunities. In the heat of battle, they may prove easy to overlook. Also, a creature that is immune to certain types of damage that wants to maximize its defensive tactics might use that to its advantage. Why wouldn't a fireborn troll, with its immunity to that energy type, fill its lair with fire that it could push enemies into?

Condition immunities can also be something easily missed by GMs. Pay special attention to immunity to the Charmed condition, as common spells like *hypnotic pattern* work by imposing this condition. Magic resistance counts as a trait, but it also belongs in this category of defenses to remember.

Innate Spellcasting. If a monster brings the Innate Spellcasting trait to the table, check the material components it requires. Creatures that can cast spells using no components—typically constructs and psionic monsters—cannot be interrupted by *counterspell* because there are no outward signs that a spell is being cast, and hence the reaction to cast *counterspell* is not triggered.

Traits and Actions. While you seldom need to study a creature's traits and attack actions to find any hidden import (because they're implicitly important within the rules of the game), read them to gain a sense of the creature's path to victory: the sequence of actions the monster dreams will lead to a win (or that the creature's designer imagines) leads to an exciting battle.

Only the most brutish monsters have a path to victory as simple as claw/claw/bite. Even for an ordinary wolf, the Stealth skill and pack tactics add up to a clear tactical (and narratively interesting) enterprise: sneaking up on prey for surprise, followed by ganging up on the softest prey for an easy kill.

While stat blocks never explicitly spell out a monster's path to victory, you can connect the dots. Occasionally, spotting a path to victory takes an "aha" moment. The durability of gargoyles compared to their meager damage—and lack of ranged attacks—may seem like a recipe for a dull battle, but they have a fly speed of 60 feet and a 15 Strength. Even if there are no complicating factors like terrain or other battlefield hazards, gargoyles can easily grapple lightweight characters, lift them into the air, and drop them. Once you spot the monster's path to victory, you know the best tactics to adopt for the creature. Also, the path highlights the traits that make the monster an engaging opponent. If your tactical focus reduces to different bonuses to attack, then every fight just feels like hacking away hit points.

Beyond the Action. Finally, peruse the stat block to notice the creature's action economy: what can the creature accomplish on its turn and on other turns? With simple creatures, that amounts to a single attack or perhaps a multiattack combination. A few creatures gain bonus actions or reactions, but those that do should use them to their maximum potential. Even simple goblins can Disengage and Hide as a bonus action, making their path to victory a combination of scuttling away from melee and shortbow sniping.

The most powerful creatures add legendary actions and lair action to their capabilities. We'll look at those in more detail later in this chapter.

What Does a Monster Want?

The stat block lacks one key element of a creature's strategy, although the monster's flavor text might bridge the gap: what does the monster want?

Many beasts just want food. Others defend territory or a stronghold. If a creature stands guard, it may only want to raise an alarm. Supernatural creatures may have more unnatural desires: Daemons welcome chaos. Some undead savor screams as relief from a silent eternity trapped in a tomb. A monster's desires can shape its tactics, change its path to victory, and affect when it chooses to stop fighting.

Choosing the Battleground

Many GMs hoping to add challenge to an adventure or encounter contrive dungeons that grant monsters an advantage—and then feel bad because those designs seem to break some sort of "rule of impartiality" by favoring monsters over players.

Experienced GMs and adventure designers know better. Battling an iconic monster like a dragon in a neutral boring environment robs everyone involved of an iconic battle (and story) equal to the reputation of the monsters. Beating a legendary foe like a pinata in a tepid setting can cause an encounter to fizzle when it should explode with potential and drama.

Home Field Advantage. Smart monsters find or create lairs that benefit them. Even instinctual beasts seek the best place to ambush prey or the easiest home to defend. From a game perspective, the most engaging fights come from sites that let monsters exploit their abilities. Giants

need space to move. Incorporeal creatures want tight, knotted corridors with walls to phase through. Fliers want airspace to rise from reach and perhaps walls, columns, or stalactites to swoop behind.

A location that favors the home team makes sense, lets monsters show their best traits, and leads to more interesting battles.

Formation Celebration. Despite this approach, many dungeon fights still begin when a group opens a door, revealing a room full of monsters. If most of the party wins initiative, they unleash a volley of missiles and spells that brings a short end to the encounter. This is not necessarily a problem, as sometimes players enjoy an easy win.

If the monsters win initiative, however, they move to and block the entrance, crowd the door, and turn a potentially dynamic fight into two groups hacking through hit points in a five-foot opening.

Flip the Script. To avoid such static battles, reverse the usual script that sees the characters intrude on monsters. Pick a room where you would normally put monsters, and then assume the monsters have temporarily left the room. As the characters interact with other features of the room—the fountain or the altar or the bookcases—the monsters return. This trick begins fights with characters spread out instead of in a defensive formation. Characters who normally avoid melee may land in harm's way. Some characters may be surprised. The environment feels dynamic.

Thwarting the Party's Path

Just as monsters should follow a path to victory, players often do as well. While that path might change depending on the characters' abilities and the party's makeup, this path usually involves identifying the most dangerous creature among the monsters and focusing attacks to slay that creature first. Intelligent foes aim to block that path, or any other optimized path the party uses.

Melee Rules? In past editions of the game, melee attackers delivered the most reliable damage, so targeting an evil mastermind meant hewing through ranks of minions first. That strategy still offers something. When you position guards to block the path to their leader, put 10-foot spaces between each. That spacing avoids clusters that offer an easy target for area spells while preventing attackers from running past without suffering opportunity attacks.

If more than 30 feet separate the entry from the most dangerous foe, then most melee characters can't move and attack that boss on the same turn. The distance creates a longer path to winning, or at least might force characters to use other resources to remain on that path.

Ranged Kills! The most recent iteration of the rules, however, favors ranged attackers enough that we often need to dismantle our previous tactics. A party wielding crossbows, spells, or other ranged threats can make such encounters resemble an execution by firing squad before the monologuing villain finishes describing how the pitiful characters will soon die.

Consider starting that climactic battle with the main foe out of view. Let the characters spread out to attack the guards and lieutenants, and then have the biggest threat move in on its turn, preferable at the rear or side of the party. In this game, villains must fight and monologue at the same time, but they're most likely good at multitasking.

Feng Shui for Victory. Adding terrain that offers total cover can also block a ranged party's path to an easy win. Just include columns, stalagmites, or giant idols of the Arch Daemon Tormach to an otherwise ordinary room. Then play creatures with the good sense to duck between their turns. This hardly counts as high strategy. If you throw a rock at a rat, it runs for cover. Faced with melee and ranged attacks, many foes stay out of sight and let intruders come into reach. That usually works. By reputation, treasure hunters are impulsive and bloodthirsty.

Ambush and Surprise

Although surprise comes infrequently in typical games, a common path to victory among monsters includes a successful ambush. That goes for most creatures with Stealth proficiency.

During exploration, set the DC to detect lurking monsters to 11 plus the creatures' Dexterity (Stealth) bonus. If the creatures have an advantage because they chose a site that favors them, then add 5 to that DC. When the party reaches attack range, each character with a passive Perception less than the DC becomes surprised. If you favor a more uncertain outcome, let each player roll a Wisdom (Perception) check to avoid surprise, but only the creature's that exceed the DC can do so.

Movement and Cover

Certain feats, widespread magic items like the *wand of the war mage*, and other abilities can negate the value of anything less than total cover, but the rules make sheltering between attacks simple. Creatures can move into view, attack or cast a spell, and then move back out of sight. Monsters with ranged attacks, and especially spellcasters, should seek total cover between actions. They can pop out, cast spells, and then duck back behind the wall. If your enemy spellcasters start out of sight, they stand a much better chance of casting a few spells before they are doomed to the dead-villain pile. If they stay out of the 60-foot range of *counterspell*, their chances get even better.

Such tactics encourage characters to move to engage. Battles with movement and cover tend to reveal the strengths of melee characters to make that at least as useful as ranged characters, especially at higher levels.

Melee attackers probably can't shelter between their turns. They must look for other advantages. Usually, they should avoid clustering into an easy grouping for area effects, but some traits like Pack Tactics reward creatures that fight together. Unless the path to victory requires a close formation, spread out. Adventurers like to focus on one foe. When possible, avoid letting single creatures be mobbed by choosing positions next to walls and other obstacles.

Opportunity Attacks

Flying creatures with ranged attacks benefit from weaving in and out of range. Fliers with melee attacks do best by swooping to hit a single target and then flying away. If the flier lacks the Flyby trait, their movement may provoke an opportunity attack, but that is much better than taking multiple blows from a character with multiple attacks, and then giving other melee attackers a chance to pile on the damage.

Burrowing and insubstantial characters follow the same tactics as fliers, but after striking they can almost always dig or phase out of reach.

Brainy monsters might avoid provoking paladins, who can drop an extra smite, and rogues, who gain an extra chance to sneak attack. When a creature provokes the wrong hero and pays, the players love heaping punishment, and you always have more monsters.

Ready Actions

Both the duck-and-cover tactics that make sense for ranged attackers and the hit-and-run tactics that work for fliers, burrowers, and incorporeal creatures invite readied actions as a counter strategy. Ready actions let players hold their attacks or spells until a foe moves into sight, into range, or some other triggering event.

Characters forced to ready attacks suffer from two disadvantages that favor the monsters.

- The Extra Attack feature only works "when you take the Attack action on your turn." Because Ready actions trigger on another creature's turn, a character with Extra Attack who readies an Attack action only gets a single attack despite the feature.
- The Ready action only lets you postpone an action, not an action plus a bonus action, so characters able to trade a bonus action for another attack lose that addition.

Combined, this means that martial characters who typically attack three times per turn thanks to the Extra Attack feature, or certain feats or abilities, can only attack once on a Ready action.

Meanwhile, spellcasters forced to ready a spell must concentrate and hope their ready triggers so they get a chance to cast.

Monsters stand to gain an edge by forcing characters to ready actions. But for some players, these sorts of tactics can rob play of fun by adding a bothersome focus on the tricky rules for the Ready action. For newer players especially, the game might seem complicated and intimidating. If your players prefer combat scenes that just give their characters a chance to show off before the story resumes, then skip the fancy maneuvers. Such players may prefer demolishing extra monsters over matching wits with fewer, more crafty foes. On the other hand, if your players enjoy outwitting their enemies and see wringing advantages from the rules as a show of skill, then play the villains with all the cunning they can bring.

Choosing Targets

GMs typically choose a monster's targets by looking for the shortest path to a hero. For creatures from battle-raging berserkers to hungry oozes, the approach makes sense. Beyond that shortest-distance targeting, many GMs pick victims based on a die roll. Such a simple tactic offers an important advantage: It appears transparently fair. If the bard strays ahead of the paladin, no player quibbles when the lute-slinger gets mobbed. And if an open roll decides who suffers the wyvern's strike, no one questions the choice.

Always Target Fun. Targeting attacks presents an area where optimal tactics may interfere with the players' fun. Some players build characters to shrug off attacks. When monsters work to avoid the hard targets, those players never get a chance to shine. Meanwhile, every other player prefers to not get attacked despite playing more inviting targets. Sometimes even friends imagine patterns of attack that feel personal rather than tactical. I mean, the paladin is standing right there!

Think Like the Monster. When you select targets for monsters, favor clear choices and avoid relying on your inside understanding of the characters. A gargoyle can spot a lightweight victim to lift and drop, but they might target the halfling barbarian and soon regret the choice. A low-intelligence monster may not understand armor, but if an attack misses by a wide margin, the creature might switch targets. Creatures that force Dexterity saves can probably pick targets that seem plodding. Brainy monsters profile characters likely to fail a Wisdom save, so a lich knows it can probably dominate that halfling barbarian and make him punish his friends.

Simple choices often include the tactics players would use: Monsters often attack creatures that seem most vulnerable or that present the biggest threat. For dimwitted monsters, the character that dealt the most damage gets attacked. Don't think of it as a punishment; think of it as an award for great character creation and play!

Create a Memorable Narrative. If a few characters make equal targets, roll a die to choose. Or ask if one player wishes to play hero by drawing the attack. Against a calculating foe, the fighter in plate armor may need to make a Charisma check to lure an attacker targeting the unarmored mage. This lets the characters take a more active role in the group narrative being created at the table!

Focusing Fire

In combat, tactically sound players usually focus their characters' attacks on one monster. This zeros each monster's hit points as quickly as possible, dropping foes so fewer can attack back. Focusing fire offers the simplest

and most effective tactic in the game. However, the tactic can make combat a little less fun.

When adventurers focus fire, battle scenes sputter out as monsters fall until the battle ends with a final foe at full hit points mobbed by the entire party. More exciting fights leave many monsters standing until the last round, when most of the monsters fall in a turning tide of battle. Hindering the players' ability to focus fire not only serves the monsters by thwarting the player's path to victory, it also helps keep combat interesting to the end.

Monsters Focusing Fire. As a choice for monsters, focused fire shows another instance where the optimal tactic may interfere with fun. When monsters routinely focus fire, the player targeted can start feeling singled out for punishment. And more characters die rather than encounters feeling challenging.

Unless you and your players welcome a deadly style, your combat scenes can create tension without filling the imaginary coffers of the church that returns dead adventurers to life. Other tactics make monsters dangerous enough.

Remember, most game sessions don't aim to make every battle a showdown that pushes characters to their limit and threatens death. Often, as characters explore a dungeon or race to achieve some other goal, battles simply drain resources. Focusing fire on characters doesn't enhance that objective, and it can feel personal.

Still, when the situation offers a clear and compelling reason to single out a target, monsters should focus fire. Creatures as smart as the people in a magical world recognize enemy casters concentrating on a spell, and then focus fire to end a spell. If a cleric revives a staggered or fallen character, a smart commander might lead attacks on the healer. When players spot such tactics and move to defend, the battle tilts in exciting ways.

Dialog

Dialog during encounters may not seem like a relevant topic in a discussion on tactics, but it very much is. If monsters abruptly focus fire on the healing bard, the targeting might seem arbitrary without some explanation. Does the GM just hate bards? During a battle scene, use the monsters' dialog to reveal the reasons behind their decisions, and to alert players to deadly risks.

To justify attacking the fighter, the giant might bellow, "You hurt me, so I'll smash you." The enchanter might say, "Barbarian, my magic can make weak-willed thugs like you into puppets." When the party battles a group of foes led by a canny commander, speak out the leader's orders. A leader might point a finger at the party's bard and snarl, "Those lights come from her spell. Make her die!" This does more than add drama; such dialog reframes the conflict from one between the players and the GM into one between characters and monsters. If the monsters explain the tactics that threaten the characters, the GM starts to disappear.

If you want to alarm players to action, have the leader point to a fallen character and say, "Before they heal that one, finish him!" Then watch the players scramble to defend and revive their friend. For groups slow to bring fallen members back to the fight and leaving players idle, such commands spur players to give quicker remedies.

More importantly, such dialog can trick players into moving into dangerous situations. A leader might yell out, "Don't let them put out the flames of the altar" to her minions, but the altar flames are just a diversion. Insight checks might become involved, but players might also start to focus on putting out the flames rather than defeating the enemies. Combat just became much more interesting!

Dodge and Disengage

All players and GMs prefer to attack for damage, so we overlook actions like Dodge and Disengage, but monsters benefit from sometimes skipping an attack for defense. This does not rate as a tricky tactic.

Faced with grouped attackers and with allies in view, even the dullest monsters may resort to defensive actions. You would too.

When a monster lacks enough movement to reach an enemy without using the Dash action, simply move and then use the Dodge action. When a monster concentrates on a spell hurting the characters, but lacks a place to shelter from attack, use the Dodge action. In retreat, sometimes the Dodge action works better than the Disengage action, for Disengage lets creatures avoid attacks during their turn, but grants no defense after their turn ends. Dodge helps against opportunity attacks, plus it protects after the turn ends.

The Dodge and Disengage actions can help monsters by making focused fire more difficult. Monsters in front taking the brunt of attacks can often Disengage from the barbarian and paladin and move to attack softer wizards and rogues. Then, less damaged monsters can move to engage. The battle feels more dynamic. When characters gang up on one monster, consider the Dodge action. The characters can either move to another target—often at the price of an opportunity attacks—or they can try to hit while suffering disadvantage. A creature who disengages to attack from a safer position, or to attack the party's more vulnerable members, may force the characters to switch attention to another foe. The more that players spread attacks, the longer the monsters can fight in number. By keeping more monsters alive to the last round, the battle stays exciting longer.

Special Actions: Help, Grapple, Shove

When monsters in a group seem overmatched by their foes in an adventuring party, the Help action and the special attack actions of Grapple and Shove offer useful tactics. For example, a gargoyle's claw and bite attacks do little damage, but one that grapples, lifts, and drops foes becomes dangerous. As another example, zombies suffer from a low attack bonus, so pitting a horde against tough characters just leads to uselessly flailing corpses.

Instead, have zombies shove characters prone and grapple them so they can't stand. Other zombies gain advantage against prone targets. For an even better taste of zombie horror, have the dead rush to mob the prone targets who suffer damage: the hit ones probably sport the lowest AC.

When minions fight alongside a more dangerous monster, sometimes the weaker creatures lack effective attacks, either because the characters prove too hard to hit or because low damage becomes ineffective. Instead of attacking, use the Help action to grant advantage to more damaging attacks from the real threat. Players with pets and familiars take this approach; it works for cunning monsters too.

For creatures with multiple attacks, the Grapple and Shove special attacks only count as one attack. Brutish monsters with multiple attacks sometimes benefit from shoving weaker characters prone to gain advantage for their most damaging attack, or to grant allies advantage for follow-up attacks.

Area and Recharge Attacks

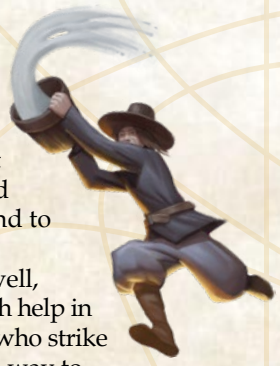
The strategies for recharging and area-effect powers cover familiar territory. There is some obvious advice: Line up as many targets as possible and select targets vulnerable to an attack. Also, contrive lairs that give an advantage based on the type or shape of the area attack. The most desirable lairs feature choke points where invaders tend to cluster, plus cozy treasure nooks and murderous traps are preferred by discerning lair-owners.

One tactic for recharging attacks rarely proves fun. A monster played to win could use its big power, and then shelter somewhere safe from attack until the ability recharges. For a dangerous monster, this tactic risks killing an entire party and defies the game's focus on action. For the occasional monster outmatched by an overconfident party, such hit-and-run strikes can turn a routine encounter into a tense fight with a unique feel.

Legendary and Lair Actions

The keys to using legendary and lair actions start with remembering to use them. Mark the actions in your initiative tracking system so you don't neglect them.

Monsters' legendary actions generally revisit the creatures' standard options, often with the same windup-and-strike combinations that pave a creature's path to victory. Look for these combinations that can be used to create or reinforce those paths.



Legendary actions allowing movement can get overlooked because they don't hurt anyone, but mix them in. Use them to avoid getting crowded, to pick optimal targets, and to seek cover or to move from range.

Lair actions should be used carefully as well, especially when a monster doesn't have much help in the encounter. For those lurkers in the party who strike from a distance, lair actions are often a good way to harass them.

Narrative Advantages

So far, much of the advice provided as been focused on ways to make combat more interesting and challenging when combat is in progress or about to take place. Intelligent monsters, however, know that individuals are always attempting to foil their plots, and they have the means to be proactive about their defenses.

Divinations. Monsters with access to divination magic use it to spy on potential threats, learning everything they can about their enemies. What tactics or tricks do they employ? Where do they keep their magic items? Who are their allies? All this information can prove useful.

Subterfuge. Smart heroes use knowledge to prepare for battle. They might learn about a monster's weaknesses, or what their lair looks like, or where the cunning traps are located. Smart monsters with servants in the outside world can easily seed false information in the path of their enemies.

Corruption. Just as characters might be tempted by darkness, the characters' allies might as well. The jeweler who sells the characters their components for the *revivify* spell might give them glass instead at an enemy's behest, which comes as a terrible surprise in the middle of a tense combat.

A Final Note

This has been mentioned already, but it bears repeating: the information provided in this chapter—and in this entire book—is meant to heighten the fun and excitement of your games. When there is a conflict between making an encounter more difficult or more fun, go with the latter. Always.

Increasing the tactical prowess of monsters in the ways described here makes encounters more challenging, but they also tend to make the encounters last longer. That does not always meld with the goal of more fun. However, when an encounter is longer but also more interesting and fun because of the drama and the narrative enjoyment it creates, then by all means play it up!

Chapter 4: Magic Items and Salvage

"The most important tools a monster hunter can have are knowledge, skill in crafting, sufficient time, magical ingredients, and some valuable pieces of the monsters they've killed."

A monster hunter stalks through the overgrown forest, scanning the underbrush for signs of wild boar. By spreading a few silver coins at the local village's tavern to gain the trust and loosen the lips of reticent foresters, she learned of the potential location of a rare and dangerous gold mane boar.

The monster hunter can certainly use the meat from such a rare beast, but that's not her motive. The bristles of the gold mane boar can be suffused with magic and crafted into a light that pierces even the most powerful magical darkness. Adventurers traveling into the lairs of powerful fiends and spellcasters rely on such magic to gain an advantage.

The Power of Salvage

Each monster in *Grim Hollow: The Monster Grimoire* comes with a section that describes what can be salvaged from them—either as loot to be used or sold, or as components for powerful magic items to be created and used by adventurers. The salvage listed is only the first step, however. Creative DMs can use the examples provided to imagine and implement their own ideas of what can be salvaged from a monster, and more importantly, what can be created from that salvage.

In high-magic settings, one might imagine an economy built upon powerful crafters and arcanists creating magic items to be sold to adventurers for a tremendous profit. Magic in these settings would be easily available to all—and monsters, by extension, easier to defeat.

Grim Hollow is not one of those high-magic settings. The grim and dark fantasy supported by Grim Hollow eschews those notions of countless powerful creators making magic items willy-nilly, passing them out like candy at a midwinter festival. While magic is not necessarily rare in the setting, it's also not omnipresent and easy to obtain. And it's dangerous.

Overcoming Incredible Odds

A hallmark of dark fantasy is that the characters must rely on their wits, skill, luck, and choices to overcome challenges and achieve their goals. Survival is not a sure thing. Putting together the plans and tools for survival is an important part of the journey.

In such a world, nonplayer characters (NPCs) are not going to spend their valuable time and resources creating powerful magic items, on the off chance that some rich adventurers might come along with large amounts of gold to buy those goods. Gold can't buy safety in a world where the Great Beast may show up anytime, anywhere.

Part of the valor and resiliency of characters in a dark fantasy setting is their self-reliance—or of their dedication to finding, securing, and maintaining allies who can assist them in their struggles. That assistance is sometimes martial, but often it manifests as an ally with the ability to provide material support: a blacksmith, alchemist, armorer, sage, or some other artisan or expert.

The Power of Survival in the Narrative

Imagine a campaign where the characters are the only thing standing between a town and some terrible threat. The monsters threatening the area may seem much more powerful than the characters can handle, yet they have no choice but to try. Too many innocent lives are at stake.

When the characters first encounter the monsters, the heroes may barely survive, and fleeing is the only option to dying. Yet in that first encounter, the characters observe the monsters, maybe learning something about the monsters through successful ability checks or by locating clues in the area around the monsters' home.

Armed with that knowledge and the clues, the characters can rely on their own expertise—or the talents of the people they're protecting—to glean some information that may provide a spark of hope. For instance, maybe the monsters are vulnerable to a certain type of toxin.

The local alchemist knows of this very rare toxin, which can be distilled from the brain matter of a beast that lives in the nearby mountains. A local guide knows of that beast's lair.

It's easy to see a whole campaign, or at least a series of adventures, built naturally from this narrative construct. But more important than the plot set up by this is the dramas—big and small—that can emerge through play.

Maybe the alchemist is herself in danger from some other foe, so she requires the characters to take the time to solve her problem before she can make the necessary toxin. Maybe the local guide is a spy for the enemy, and instead of leading them to the lair, he leads the characters astray. Time factors may also force the characters to make hard decisions. All that narrative power comes when we, as game masters, don't simply hand the characters the answers to their problems.

Keeping Friends Close

In a setting where all the magic items and answers to problems must be worked for and crafted, NPCs become a much larger part of the campaign. A skilled weaponsmith with the necessary tools and training in

arcane crafting is many times more valuable than any single magic weapon she could produce.

This heightens the characters (and their players) appreciation for, and attention to, the NPCs they encounter. NPCs are no longer cardboard cutouts that sit idly by, waiting for rescue from danger, while the heroes go about their business. The lives of these NPCs are much more important to the characters, and to the unfolding narrative of the campaign, when they have important information and assistance to offer.

NPCs, when they gain this increased importance in the success of the characters, enrich the campaign's setting. A calculating villain whose weak point can be exploited by the creations of an expert alchemist is much more likely to target the alchemist than the characters—and this brings a new dynamic to a campaign.

Salvage and Crafting Rules

The salvage rules for monsters includes not just what can be taken from the monsters; what can be crafted with those items is also stated.

Crafting these items takes into account four elements, in addition to the salvaged components:

- Crafting time
- Necessary proficiencies or spells
- Ability checks
- Other components

Each of these elements is described in greater detail below. Remember: these elements are suggestions. Any or all of them can be changed to best fit your campaign.

Crafting Time

The necessary time for item crafting is based on the type of item and its rarity. Items like weapons, armor, or clothing generally take longer than potions. However, powerful magic also adds complexity—and therefore time—to the crafting period. A simple potion might only take a few hours, while the most powerful arcane implement takes several days, weeks, or even months of constant work.

The length of time listed for crafting items from salvage passes whether the item is created successfully or not. The time assumes that the crafters work 16-hour days, and then take the mandatory 8 hours of a long rest.

Remember that during the time spent crafting, the crafters must still eat, rest, and take care of themselves. This might incur expenses renting space, buying food, etc. Those who aren't crafting can, of course, take steps to provide those resources.

If crafting is going to play an important role in your campaign, providing characters (or even NPCs) with rules-based abilities to perform crafting might be just as valuable as combat-based abilities. For example, offering feats like the ones below might be valuable:

Adroit Crafter

Prerequisite: Proficiency in a skill or tool

You've trained in crafting items using a skill or tool that you're proficient with, and the steps in crafting have become second nature to you. You gain the following benefits:

- The time it takes to create an item using your proficient skills or tools is halved.
- If you fail to successfully craft the item and would lose the components, you retain the components instead.

Careful Crafter

Prerequisite: Proficiency in a skill or tool

You've trained in crafting items using a skill or tool that you're proficient with, and your creations are known for being well made and reliable. You gain the following benefits:

- You make all ability checks for crafting with advantage.
- Anyone assisting you in crafting an item gains advantage on their ability checks for crafting.
- If you fail to successfully craft the item, the amount of time it took to complete the process is halved.

Necessary Proficiencies or Spells

Crafting items sometimes requires a character or NPC with a certain proficiency to take part in the crafting. A person proficient with weaponsmith's tools must create the sword or mace if a magical weapon is being crafted. This proficiency is separate from the ability check that must be successfully made to craft the item.

For example, creating *arcane oil* from a xakalonus requires a successful DC 15 Intelligence (Arcana) check by a proficient alchemist. If a single person meets both conditions (proficient with alchemist's supplies AND proficient in the Arcana skill), they can craft the oil by themselves. However, two people can also work together if each is proficient in only one of the necessary skills or tools. In this case, they must each spend the entire time required for crafting.

Ability Checks

The ability check associated with a crafting should be made at the end of the crafting period. If the check is a success, the item is successful crafted. On a failure, the item is not crafted successful, and all the components that went into the crafting are consumed (unless otherwise stated).

Only people who take part in the entire process, and who are proficient in the skill called for, can attempt this check. If multiple people involved are proficient with the skill, they can roll individually, or they can assist someone else, giving them advantage on the check.

Magic that provides bonuses for a limited time—such as *guidance*—cannot be used to affect the ability check unless it is active for the entirety of the crafting process.

In some cases, rather than calling for a certain skill or ability check, the crafting of an item requires repeated casting of a particular spell. In these cases, someone must be available and willing to take part in the process for at least 1 hour of the day that the crafting takes place. This spell might be provided from a scroll, magic item, NPC, or some other source. Spells provided by a source other than a character might require payment, which could be in the form of coin, favors, or whatever else you can imagine that makes for a memorable story.

Alternative Failure System

Some players may bristle at a system where one failed check might have great repercussions in terms of time and components lost. If this is the case, a graduated failure system like the one below can take away some of the sting of failure.

1-3 lower than DC: No components are lost, and only half the time of crafting is spent.

4-6 lower than DC: Half the components are lost, and 75% of the time are spent.

7-9 lower than DC: All components and time is lost.

10+ lower than DC: All components and time are lost, and all participants gain 2 levels of exhaustion (or alternative arcane mishap occurs).

A Note on Time as a Resource

This game is, to some extent, a game about resource management: defeat all the enemies in your path before you run out of hit points, spells slots, ki points, rages, etc. Many memorable campaigns make time as valuable a resource as any other.

To make these time-valuable campaigns work, you must integrate the drama of time passing into the unfolding story. For example, it might be necessary for the characters to create a certain item to defeat a looming opponent, but other tasks are also pressing. The decision of whether to create the item, take on the other tasks, or split the party becomes important.

It's of the utmost importance to remember, however, that forcing players to sit out even parts of sessions to watch others play might not provide the most fun. In cases like this, you have options. If two of the characters are needed to create an item, and the rest of the characters go off to perform a task, you have options to keep the players of the crafting characters involved. Companion characters can be hired to join the party for a mission. (A few interesting options are provided in this book.) Players can be allowed to make decisions and roll dice for the monsters the other characters are fighting on their side-mission. Just because the characters are absent doesn't mean the players can't participate in significant and fun ways.

New Magic Items

The following magic items can be crafted from salvage taken from the monsters detailed in this book. The process for creating them is detailed in the salvage section of the monster entry.

You can, of course, simply present these items to your players as treasure taken from enemies—or even gifted or sold by NPCs or other elements of your game. However, presenting the items rather than encouraging the players (or their NPC associates) to craft them takes away from the objective of showing how valuable skills and proficiencies are in Etharis.

Adder Stone

Wondrous item, rare

While you carry this glassy stone, which has a natural hole in it and is the size of a small fruit, you have advantage on saving throws against effects that cause you to become paralyzed. These stones are often found near the place where a marra is slain. When the adder stone prevents someone from becoming paralyzed (one saving throw would fail and the other succeed), it shatters into worthless shards.

Arcane Oil

Potion, rare

This substance is created by distilling the jelly that encases the brain of a xakalonus. As an action, you can coat one weapon or 20 pieces of ammunition with the substance.

If the coated objects are not magical, for the next minute, your attacks with the coated weapon or ammunition gain a +2 bonus to attack and damage rolls.

If the coated objects are magical, the oil does not affect attack or damage rolls with them. However, your attacks against the hraptnon can fully damage that creature for one minute.

Brazen Armor

Armor (plate), very rare (requires attunement)

This armor, fashioned from the body of an Empyrean brazen bull, gleams brightly in direct sunlight. While wearing this armor, you gain a +1 bonus to AC. In addition, you have resistance to fire and radiant damage.

Cap of Bravery

Wondrous item, uncommon

Woven into a cap from the remains of an old snarite, this cap provides the wearer with a sense of magical peace and calm that emanates from them. When the wearer succeeds on a saving throw against the frightened condition, allies within 30 feet gain advantage on saving throws against the same effect.

Carvaloth Scale Armor

Armor (scale mail), uncommon

While you wear this red-tinged armor made from the scales of several carvaloths, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide from sight, as the armor's color shifts to camouflage you.

Caustic Rapier

Weapon (rapier), rare (requires attunement)

This strange weapon is fashioned from the mandibles of a hivewolf. While you wield this weapon, you have a +2 bonus to attack and damage rolls made with this weapon. When you roll a 19-20 on your attack roll with this weapon, that attack does an additional 7 (2d6) acid damage. In addition, you are immune to acid damage while wielding the weapon.

Coat of Lies

Wondrous item, rare (requires attunement by a spellcaster)

This coat made of the severed tongues of a harvester's victims provides a +1 bonus to your AC, and you have advantage on Charisma (Deception) checks.

Also, as a bonus action three times per day, you can activate the magic of the cloak. If you do, the next spell you cast before the start of your next turn can be cast without any somatic or verbal components.

Cloak of the Listener

Wondrous item, rare

This is a cloak made of ears that were once part of a swarm of ears. It pulses gently and oozes yellow fluid from its many holes. While wearing this cloak, you can call upon its magic with an action to create two effects:

Ooze. Upon tugging the cloak, you can cause the cloak to create a 10 ft. puddle of waxy material onto the ground within 10 ft. of you. Creatures entering or starting their turn in the area must succeed on a DC 15 Dexterity saving throw or become grappled by the wax (escape DC 15). This wax remains for 1 minute.

Hide. Upon completely hiding your head with the cloak, you gain blindsense up to 120 ft. and can hear all conversations within that range regardless of obstructions. These effects last for 1 minute.

After using each of these effects once, they can be used again after the wearer finishes a long rest.

Cloak of the Mausgeist

Wondrous item, very rare (requires attunement)

This fine garment is made of mausgeist fur with a silk lining. While wearing it, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks that rely on hearing.
- You have advantage on saving throws against spells and other magical effects.
- You can use an action to cast the *charm person* spell (save DC 13). The spell affects any creature within 30 feet of you. Once used, this property of the cloak can't be used again until the next dawn.

Cloak of the Stygian Bat

Wondrous item, rare (requires attunement)

This cloak is made from the hide of stygian bats, bristling with coarse black hairs. While wearing the cloak, you have advantage on Wisdom (Perception) checks that rely on hearing.

In addition, you can activate the cloak to gain a fly speed of 30 feet for one minute. While it is active, you also have blindsight (120 ft.) and have advantage on Dexterity saving throws while in the air. The cloak cannot be activated again until the wearer finishes a long rest.

Cloak of Therianthropy

Wondrous Item, rare (requires attunement)

This spotted grey cloak is made of cured styrkvisnar hide. While wearing this cloak, you have advantage on Strength (Athletics) checks.

As an action, you can command the cloak to transform you into a wolf, eagle, or seal for up to 1 hour. The transformation otherwise functions as the *polymorph* spell, but you can use a bonus action to revert to your normal form. The cloak can't be used this way again until the next dawn.

Coldrazor

Weapon (handaxe), legendary (requires attunement)

This magical handaxe is wielded by the memori lich known as Runa Banasár. It appears to be made of ice, carved with runes and studded with tiny, glittering gems of various types.

You gain a +3 bonus to attack rolls and damage rolls made with this weapon. On a successful attack, the weapon does an additional 14 (4d6) cold damage. If a single attack does more than 20 points of cold damage, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Additionally, the attuned wielder can call Coldrazor back to their hand immediately after throwing it.

Corrupted Tusk-Dagger

Weapon (dagger), rare

This dagger is fashioned from the fangs of a dragonborn vampire. When a wielder scores a critical hit with the dagger, the weapon damage is 4d4 instead of 1d4. In addition, on a critical hit, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Crown of the Keppmir King

Wondrous item, very rare (requires attunement)

The platinum crown is adorned with black gems and shells. When worn, the crown increases your Constitution to 20. You have resistance to cold and can breathe underwater.

Curse. This crown is cursed, a fact revealed only when an *identify* spell is cast on the crown or you attune to it. Attuning to the crown curses you until you are targeted by the *remove curse* spell or similar magic; it is impossible to remove the crown. While cursed, you turn into a keppmir after 2d10 days.

Elixir of Elemental Spittle

Potion, rare

This foul-smelling liquid is made from the saliva of an elemental troll. When consumed, you can use a bonus action to spit energy at a creature within 5 feet for 1 minute. The target must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) damage of a type corresponding to the troll whose spittle was used to craft the potion. No damage is inflicted on a successful save.

If the target of the spell rolls a natural 20 on their saving throw, the potion explodes inside you, doing 6d6 damage of the potion's energy type to you. The potion becomes ineffective after the explosion.

Elixir of Life Protection

Potion, rare

When you drink this thick, chalky mixture, your maximum hit points cannot be reduced by a melee weapon attack from an undead creature for 10 minutes.

Enchanted Feather

Wondrous Item, uncommon

This magical feather can sometimes be found growing from a rabenhex. As an action while the feather is on your person, you can cast *remove curse* on one creature or object. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded. The feather's magic is expended after the curse is removed, whereupon the feather becomes nonmagical.

Flammable Tincture

Potion, uncommon

This swirling mixture of red and white liquid is formed from the remains of a coldfire ooze. As an action, the vial of flammable tincture can be hurled up to 30 feet at a target, which must succeed one a DC 10 Dexterity saving throw or be covered with the liquid. For 1 minute, the creature is vulnerable to fire damage. This overrides any previous immunity or resistance.

Glass-Studded Armor

Armor (studded leather), rare (requires attunement)

While wearing this armor, you have resistance to radiant damage. Each time a creature makes a melee attack against you, it takes 3 piercing damage. A creature can choose to make an attack with disadvantage to avoid this damage.

Gold Boar Ring

Ring, uncommon

The ring, made from the bristles of the gold mane boar, sheds bright light in a 20-foot radius and dim light for an additional 20 feet. This light shines even in areas where magic does not function normally, or where magical light would normally be suppressed.

Grenade of Remorse

Wondrous item, rare

This substance, harvested from the tears of a remorseful storm, proves toxic to creatures of unnatural origins. You can throw the grenade up to 30 feet as an action, and all creatures within 20 feet of the point of impact are covered in the grenade's contents.

Upon contact with this liquid, all fiends, aberrations, or undead creatures must succeed on a DC 17 Constitution saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. All other creature types take no damage.

Gristaline

Potion, uncommon

This gruesome mixture is made from ground mouruge bones, along with rotten meat and mud. When consumed, your Strength score changes to 19 for one hour. The potion has no effect on you if your Strength is greater than 19. You also have disadvantage on Intelligence ability checks and saving throws for the duration.

Hogs' Wash

Potion, rare

This foul-tasting tea is brewed from the powdered tusks of doom boars. If you drink this potion, it acts as a *remove curse*. Additionally, *hogs' wash* can be used as a component in removing stronger curses that cannot be removed with a normal *remove curse* casting. (See *Grim Hollow: The Campaign Guide* for more details on curse removal.)

Knifewing Cape

Wondrous item, rare (requires attunement)

While wearing this cloak made from the skin of 20 knifewings, you gain a +1 bonus to AC. In addition, when you fall while wearing this cloak, you descend 60 feet per round and take no damage from falling.

Lindwyrm Venom

Potion (poison), very rare

This terrible venom is extracted and distilled from the deadly lindwyrm. It can be delivered via ingestion or a wound. A creature exposed to the venom must succeed on a DC 18 Constitution saving throw or take 36 (8d8) poison damage and be poisoned for 1 minute. While poisoned, the creature has disadvantage on Strength and Dexterity skill checks and saving throws.

Living Net

Weapon (net), uncommon

This net is made of wire and thread from a suture golem. The net coils and moves on its own as if it were alive. The net moves and tightens to better restrain a creature caught within. A DC 15 Strength check is required to break free, and it has an AC of 15. Dealing 15 points of slashing damage also frees the trapped creature. Additionally, if the net is destroyed, the threads reconnect and repair after 1 minute.

Lycanthropy Antidote

Potion, rare

This silvery potion, made with fzeg blood, is dotted with flecks of red. Drinking this liquid removes the curse of werewolf lycanthropy.

Lycan Weapon

Weapon (any), rare

Made from the claws, teeth, and bones of lycanthropes, these weapons are particularly effective against other lycanthropes or vampires. You gain a +2 bonus to attack and damage rolls made with this weapon.

Additionally, on a successful attack against a lycanthrope, the target is forced back into its human form unless it succeeds on a DC 10 Charisma saving throw. Also, damage done to vampires with *lycan weapons* cannot be regenerated until the creature finishes a short rest.

Magebane Bomb

Wondrous item, rare

This bubbling liquid is distilled from the remains of a magebane ooze. You can throw the container at an enemy's weapon or armor, or at a spellcaster.

Make a simple ranged weapon attack. On a hit, the target takes 3 (1d6) acid damage, and their weapon takes a -1 penalty to attacks and damage or their armor takes a -1 penalty to the AC it offers until they complete a long rest.

If the target is a spellcaster and you hit them with the bomb, for 1 minute they take a -1 penalty to hit with spell attacks, and the DCs of their saving throws against spells they can decrease by 1.

Malleus Macabre

Weapon (greatclub), very rare (requires attunement by a fighter or barbarian)

This weapon is a blunt but jagged-edged bludgeon that is the object form of a kokela. You gain a +4 bonus to damage rolls made with this weapon, and attack rolls made with this weapon score a critical hit on a roll of 19 or 20. If you have abilities that increase your critical range with melee weapon attacks, this weapon scores a critical hit on a roll of 17-20.

Curse. This weapon is cursed. Attuning to it curses you until you spend one year at least a mile away from the weapon. While you remain cursed, you're unwilling to part with the club, always keeping it within reach. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever you roll a critical hit with this weapon, after damage is normally dealt, there is a 25% chance the *malleus macabre* casts a 9th-level *cloudkill* spell centered on you.

Mask of the Maestro

Wondrous Item, uncommon

Carved from yew, this mask is shaped in the likeness of a beast's visage and has 3 charges. While wearing the mask, you can expend 1 charge and use the mask to cast the *polymorph* spell on yourself. The magic lasts for only 1 minute.

Curse. This item is cursed. Wearing it curses you until you are targeted by a *remove curse* spell or similar magic. While you remain cursed, you cannot remove the mask.

Morose Monocle

Wondrous item, uncommon

While wearing this opaque, grey eyepiece, you can see any humanoid creature experiencing significant pain, sorrow, or guilt, as well as any grief eaters within 60 ft. of you. These creatures are seen as white silhouettes that shine brighter the stronger their emotional turmoil. However, the wearer cannot discern anything else looking through the monocle, and creatures with one eye using the monocle are considered blind while looking through the eyepiece.

While wearing the monocle, you also gain advantage on Wisdom (Insight) checks made to gauge a creature's emotions.

Muscle Graft

Wondrous item, very rare (requires attunement)

Created through a gruesome process using the treated muscle tissue of a bugbear vampire, this magical prosthetic can be grafted to a living creature. When you do this, you gain a +2 bonus to your Strength score.

However, you are also overwhelmed with a deep desire for raw blood and rare meat, and each week for a year you must succeed on a DC 10 Constitution saving throw or else become a vampire spawn with no progenitor. The process

of grafting the muscle is quite dangerous requiring, a DC 15 Constitution saving throw during attunement. Failing this saving throw weakens the body, causing you to lose 2 points of Constitution.

Net of Maiden's Hair

Wondrous item, rare (requires attunement)

Sewn from the plant creature known as maiden's hair, this sweet-smelling piece of headgear bestows lingering magical properties.

While wearing the net on your head, you have advantage on Charisma (Persuasion) checks. Additionally, you can use a bonus action instead of an action to escape grapples, and you have advantage on such checks.

Nightmare Staff

Staff, uncommon (requires attunement)

This twisted staff is created from the remains of a marra. It has 3 charges and regains its expended charges daily at dusk. When a creature you can see within 60 feet of you damages you while you hold this staff, you can use your reaction to expend 1 of the staff's charges to force the creature to succeed on a DC 13 Intelligence saving throw. On a failure, the creature sees a phantasm that causes it to be frightened of you until the end of its next turn. If the creature is already frightened, it also takes 7 (2d6) psychic damage.

Paralyzing Bolt

Weapon (ammunition), uncommon

These serpent tooth-tipped crossbow bolts cause the target's muscles to become rigid, paralyzing the target until the end of your next turn unless they succeed on a DC 10 Constitution saving throw. Once it hits a target, the ammunition is no longer magical.

Pigskin Armor

Armor (hide), uncommon

This strong, flexible armor made from the hide of ogre swine is surprisingly supple. It counts as light armor rather than medium armor, and it has a 20% chance of protecting the wearer from the extra damage done by a critical hit.

While wearing the armor, however, you snore uncontrollable while sleeping, and your food intake doubles.

Potion of Glacial Resistance

Potion, rare

This brew is made from the ground horns of keppmirs. When consumed, this potion allows you to breathe underwater for one hour, during which time you gain resistance to cold damage. It tastes salty and gives off a slight warmth.

Potion of Harm

Potion, rare

This concoction is the result of a failed attempt to make a *potion of heal* from the remains of a downcast vampire. When you imbibe this potion, roll 1d4. That becomes your new hit point total.

If the potion of harm is given to a creature with 0 hit points, they instantly gain one failed death save and begin dying if they are stable.

Potion of Heal

Potion, rare

This very rare liquid is made from the remains of a downcast vampire. When you imbibe this potion, you regain hit points so that you are at your hit point maximum value.

Potion of Life Sharing

Potion, rare

This shimmering liquid changes colors constantly within its vial. Made from the acid glands of the dreaded wolfentroika, this potion allows you to share your life force with others.

For 1 minute after drinking the potion, you can target one creature within 30 feet of you that you can see or hear. As a bonus action, you can remove up to 20 hit points from your own total, healing the targeted creature for that amount. At the end of the minute, you gain a level of exhaustion.

Potion of Malice

Potion, rare

This brew is made from the spore sacs of three grippers. When consumed, this potion causes the imbiber to give off spores that anger enemies within 10 feet. Those enemies must succeed on a DC 10 Wisdom saving throw or they must target the imbiber with their attacks for 1 minute. All weapon attacks are made with disadvantage.

Potion of Relentlessness

Potion, very rare

When you drink this viscous potion made of quoxxarie blood, you are harder to knock unconscious. When damage would reduce you to 0 hit points, you spend a hit die and are at 1 hit point instead. The effect of the potion lasts for 1 minute, and at the end of that time you gain a level of exhaustion for each hit die spent unless you succeed on a DC 15 Constitution saving throw.

Quakescale Armor

Armor (scale mail), uncommon

Fashioned from the scales of a quake drake, this armor rumbles softly with the sound of thunder during storms. While wearing it, you have resistance to thunder damage.

Ready Gunk

Wondrous item, rare

This sticky paste is fashioned from the powdered bone armor of a bone trader. When you treat a weapon, shield, or other item that can be wielded in one or two hands, you can use a bonus action to summon and equip it, as long as the item is within 30 feet of you. After using the magic of the paste three times, it loses its potency.

Resuscitation Bomb

Potion, rare

This foul-smelling concoction is made from the remains of stinking sludge. As an action, the vial holding this brew can be dropped in a space within 10 feet of the wielder. The vial breaks, releasing a noxious vapor that spreads to a 30-foot radius. Any unconscious, sleeping, incapacitated, or stunned creature is instantly awakened, removing those conditions. A dying creature gains advantage on their next death saving throw. Creatures not suffering from those conditions or dying must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Ring of Nightmares

Ring, rare (requires attunement by spellcaster)

This ring, crafted using the powdered brain of a restless lumberer, has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use a bonus action to expend 1 charge to change the damage type of a spell you cast before the end of your turn to psychic damage.

In addition, while attuned to the ring, you're immune to spells or magical abilities that interfere with your sleep or cause nightmares while you sleep.

Sizzling Serum

Potion, uncommon

Created from the ichor in a potbelly's stomach-pot, this volatile concoction is effective at damaging inorganic substances. As an action, you can hurl the serum up to 30 feet at a construct or dump it onto an object. A construct or object must succeed on a DC 15 Constitution saving throw or take 35 (10d6) fire damage, or half as much on a successful save.

Staff of Briars

Staff, uncommon

This wooden staff is made from the harvested claws of braerog. It has 10 charges when it is created. While holding it, you can use an action to expend 1 charge from the staff and cause thorny vines to sprout from a patch of earth or soil in a 20-foot square within 5 feet of you, or from the staff itself. Unless you choose a specific kind of briar plant, the staff creates a rose patch. These plants turn the ground in the area into difficult terrain. The briar patch is nonmagical, and it grows or withers as a normal plant would.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into rose petals and is lost forever.

Suit of the Lamb

Wondrous item, rare

This suit of comfortable woolen clothes, made from the wool of the rare and dangerous poffer, includes a shirt, trousers or a kilt, and thick socks. While wearing the suit, you have resistance to lightning damage, and you don't suffer effects from extreme cold weather.

Talisman of Tormach

Wondrous item, rare (requires attunement)

The dreadful talisman is crafted from the skull at the center of a gore elemental. When a creature wearing the talisman strikes a killing blow with a melee weapon, that creature gains 10 temporary hit points for 1 minute. While it has those temporary hit points, its melee weapon attacks deal an additional 3 (1d6) necrotic damage.

Telltale Heart

Wondrous Item, uncommon (requires attunement)

This cherry-sized bloodstone heart is the beating center of a poppet. While on your person, you have advantage on saving throws against becoming frightened. If an effect causes you to be frightened without a saving throw, you receive a DC 15 Wisdom saving throw to avoid the condition.

Also, when you make an Intelligence ability check while holding the stone, you can listen to it, gaining unusual insight or access to esoteric lore. If you do so, you gain advantage on that Intelligence check. The *telltale heart* can't be used this way again until you finish a long rest.

Tormach's Blessed Weapon

Weapon (any melee), common

Dedicated followers of Tormach sometimes gain the blessing of the Lord of Blood Oaths. When they do, their weapons gain a spark of the Marauder's power. On a successful attack, the wielder can force the target to succeed on a DC 10 Strength saving throw or be knocked prone. This ability can be used again when the wielder finishes a long rest.

At the start of each day there is a 10% chance that the spark leaves the weapon, making it a normal item.

Wand of Silence

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 charge to cast the *silence* spell (save DC 15). The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Chapter 5: Monsters as PCs

The world of Etharis, home to the *Grim Hollow Campaign Setting*, is steeped in darkness and danger. The grim truth, known but unspoken by every citizen of the land, is that death—or worse—lurks in every unlit corner, every city sewer, every cold cavern, and every shadow-filled forest. The vast scope and depth of the panoply of monsters in Etharis dooms everyone, regardless of species, station, location, or ethos.

And then there's the heroes….

Monstrous Heroes

The heroes walking the risk-laden paths of Etharis are awash in the most vile, dangerous, horrifying evils that anyone could imagine. While fighting those evil opponents with all their might, the heroes of Etharis find more than their bodies getting damaged. Evil wears on the soul as well, and heroes are not immune to its seductive powers.

In a Grim Hollow campaign, characters have access to rules that represent the pull of evil power on them. Sangromancy magic offers great power, at a great price. Curses fly as readily as arrows or bolts. Most impactful are the transformations, changing the characters in dramatic and dark ways.

If the campaign is accepting of characters that turn into monsters as play progresses, then there's no reason to think that creatures considered monsters can't get in on the fun!

Making Monsters Work

Monsters and monstrous species can undoubtedly be fun to play as characters. They offer not only new and different game mechanics, but players can tell unique and dramatic stories with them.

For these types of characters to work, however, communication among the gamemaster and players is vital. Bugbears, gnolls, or morbus kobolds walking into a rural village—or even a major city—might be a cause of great concern for many. If expectations are not set ahead of time, this could cause problems in a campaign.

Having monstrous characters confronted once or twice might be a fun roleplaying session. Having such a conflict occur every session gets repetitive and tedious. So how does a group handle this?

If there is just one monstrous character in a party, the rest of the party can vouch for the untrusted member of their group. Even better, provide a home base for the party where such characters are not just accepted, but they are welcomed. A town like this, set on the dangerous edge of civilization, can be a great setting for a campaign.

Bugbear

Most bugbears interacting with the populace of Etharis are those infected with the cursed disease known as Tormach's Rage. This makes the sight of a bugbear terrifying to anyone beholding them in their terrible frenzied attacks.

Powerful magic, divine intervention, and other unusual circumstances, however, might cure a bugbear of the affliction. These cured individuals, cognizant of their previous situations and the toll it took on them physically and mentally, have a new outlook on life. What they choose to do with their freedom from the grasp of the disease, of course, changes from bugbear to bugbear.

Some might seek their own kind, hoping to find groups of bugbears who have not fallen to the disease. These, however, are extremely rare. It's more likely that these bugbears, having been changed by their experience, attempt to join society to achieve their goals.

Bugbear Traits

Bugbears healed from the scourge of Tormach's Rage retain some of the ferocity but have also been changed from the experience.

Ability Score Increase. Your Strength score increases by 2 and your Wisdom score increases by 1.

Age. The toll that Tormach's Rage takes on you shortens your life span. You reach maturity at 16 years old and tend to fade away by the age of 40.

Alignment. The perspective gained through the curse, and shedding it, makes you tend toward neutrality.

Size. You typically grow to 7 feet tall, reaching 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Battle-tested. You have advantage on saving throws that would cause you to become charmed or frightened. You also have advantage on Charisma (Intimidation) checks.

Controlled Frenzy. You can enter a state of controlled rage a number of times equal to your proficiency bonus. It is no action to enter the state, which lasts until the start of your next turn. While in this state, you add 1d6 to your weapon damage. This extra damage increases to 1d10 at 7th level and 1d12 at 14th level. The uses of your controlled frenzy refresh after finishing a long rest.

Hardy. You have advantage on Constitution saving throws.

Languages. You speak Goblin and one national language.

Faevlin

Escaping the fey realm have given you a sense that nothing can keep you from achieving all your goals. Especially if those goals involve guile, subterfuge, or chicanery.

You look at the world much differently than other creatures, mostly because your head is upside-down. Keeping your chin up has never been a problem!

You're always looking over your shoulder, as the fey powers that you tricked might be seeking vengeance against you. Gaining power makes it harder for that to take place.

Faevlin Traits

Faevlin combine the sneakiness of their mortal-world cousins with the magic that seeped into your being from the land of fey.

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. As a creature that has a connection to the land of the fey, you're longer-lived than your goblin cousins. You reach adulthood at the age of 20 and live to 160 years.

Alignment. Your capricious and whimsical nature indicates a trend toward chaotic behavior.

Size. You are generally shorter and slighter than your goblin cousins, averaging about 3 feet tall and 60 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Fade. When an attack misses you, you can teleport up to 30 feet in a random direction, arriving in a safe, unoccupied space. You cannot use this ability again until you finish a short rest.

Fey Touched. Magic can't put you to sleep, and you can only be charmed by the magic of a fey creature.

Sneaky. You can use a bonus action to take the Hide action.

Languages. You speak Goblin, Sylvan, and one national language.

Monsters, Ability Scores and Alignment

Individuals are unique, and the characters in your game take that uniqueness to a whole new level. The traits presented in this chapter reflect the average characters of this monster's type. Aspects of the character—specifically ability score increases and alignment—should be flexible during character creation. Players and DMs should talk before a campaign starts to agree on the best choices for the story they're hoping to tell.

Gnoll

You were once a different humanoid creature of Etharis, going about your life like everyone else. Then the Great Beast paid a visit to your home area. The corrupting magic of the Beast didn't just change your life, it changed your very essence. You became a raving monster, a hyena-headed killer whose mind crackled with a presence that drove you further and further into an insatiable bloodlust.

Then, one day, out of nowhere, the crackling ceased. Your body remained in its corrupted form, a furry and scary-looking beast, but your mind returned to its previous state. You couldn't remember what happened to you since the mutation of the Great Beast overpowered you, but you remember your life before. With your new, monstrous form but your previous consciousness, life will certainly take you to interesting places.

Gnoll Traits

Gnolls who've escaped the bonds of the Great Beast retain some of their bestial abilities but regain their memories and original personality.

Ability Score Increase. One ability score of your choice increases by 2, reflecting who you were before you became a gnoll. Also, your Constitution score increases by 1.

Age. You became mature when you transformed into a gnoll, if you weren't already. You're unsure of how long you will live in this new form. Most gnolls don't die of old age.

Alignment. You have the same alignment tendencies as before you were transformed, although your experience may have changed your outlook now.

Size. You are slighting taller than an average human, although you tend to be stooped and you're the same girth. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Instinctive. If you are not surprised, your supernatural danger acuity allows you to roll with advantage on your first initiative roll after completing a long rest.

Spine Spike. You have spikes that grow from your spine that can be expelled toward a target as a bonus action. You are proficient with these spikes, which are considered natural ranged weapons and can use either Strength or Dexterity for attack and damage rolls. The range on your spikes are 20/60 ft, and they do 1d6 piercing damage. At level 11, the damage increases to 1d12. You can use your spine spikes a number of times per long rest equal to your proficiency bonus.

Languages. You speak Gnoll and one national language.

Grudgel

Although it's disorienting to not remember your life before waking up one morning in a fog, your people are incredibly resourceful and clear-headed. Your early days on Etharis were not easy, as your physical form struck fear into the hearts of Etharis's less fierce inhabitants. Some heard tales from their ancestors about creatures like you being evil and cruel.

But you are neither, and your helpfulness and peaceful demeanor helped those around you find a place in the world. Still, in regions where few grudgels have migrated, fear is still the first reaction you see from others

.

Grudgel Traits

Grudgels bring both brains and brawn to their endeavors.

Ability Score Increase. Your Dexterity score increases by 2 and your Strength score increases by 1.

Age. While your people have not been on Etharis long enough to get precise life-span measurements, it appears that most of your kind mature by age 15 and live to about 75 years.

Alignment. You have a tendency toward order over chaos, of cooperation over selfishness.

Size. You are generally larger than humans, averaging well over 6 feet tall and 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Center. You can use a bonus action to focus before making an attack roll or ability check. If you do so, you have advantage on your next attack roll or ability check before the end of your turn. You can use this ability again after completing a short or long rest.

Warrior. You have proficiency with simple weapons, light armor, shields, and one martial weapon of your choice.

Languages. You speak Grudgel and one national language.

Morbus Kobold

Your people evolved separately from your kobold cousins, spurred on by the dangerous practice of manipulating diseases and the compounds that spread them. Your webbed hands and feet make you a strong swimmer, but it's your knowledge that sets you apart.

Your culture taught you much about diseases and rare ingredients that might spread or cure those diseases. Though your disease-spreading kin have a clear and grotesque idea of what they want the world to look like, you have other notions. These thoughts may have driven you from your clan, pushing you into a world that found you strange at first. But your knowledge of the diseases that plague the world left you in a unique position to help.

Morbus Kobold Traits

Morbus kobolds take the knowledge of diseases and natural substances, and they can use it for good as much as evil.

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. You reach adulthood by age 10, living to approximately 100 years.

Alignment. While your kin revel in the chaos and pain that disease spreads, you have learned the value of life.

Size. You are similar in size to regular kobolds, averaging about 3 feet tall and 30 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet as well.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Disease Resistant. You gain advantage on saving throws to resist disease. In addition, once per long rest, you can use a reaction to provide an adjacent ally advantage on a saving throw to resist diseases.

Medical Knowledge. Your interactions with disease and medicines provide you with superior knowledge. You make Intelligence (Nature) and Wisdom (Medicine) checks with advantage, and you are proficient with alchemist's supplies.

In addition, at the end of a short rest, you can choose yourself or one ally who spends hit dice to regain hit points. The chosen creature rolls each hit die spent twice, taking the higher of the two rolls.

Natural Alchemist. At the end of a long rest, if you have access to alchemist's supplies, you can create a substance that maintains a magical property until the start of your next long rest. This substance can act as a *potion of healing*, a vial of acid, or alchemist's fire.

Languages. You speak Draconic and one national language.

Monsters as PCs Trinket Table

Just as playing a monstrous character comes with different narrative possibilities and mechanical expressions, so too should it come with different trinkets. The trinket table on this page is meant to supplement the trinket table in the *Grim Hollow Players Guide.*

This table can also be used to add some flavorful (and disturbing items) to decorate a monster's lair, or to add something unique to a monster's equipment or treasure hoard.

D100	Trinket
01-02	A mummified troll's hand that constantly twitches and occasionally makes a rude gesture
03-04	A red-tinted hag's eye with the optic nerve still attached, with the pupil expanding and contracting based on the light
05-06	A framed piece of skin, tattooed with a heart and the word "Mother" written in Ostoyan
07-08	A straw-filled fabric beagle with tiny onyx eyes and an agate nose, punctured by hundreds of needle pricks
09-10	A chipped porcelain cup decorated with a pattern of angelic wings and rainbows. The inside of the cup is stained with a blood-red liquid
11-12	A large brass bell with a wooden handle forged in the shape of a dragon, with the clapper missing and the dragon's head defaced by a sharp blade
13-14	A wooden block with each face representing one of the letters of the Bürach alphabet, marred by innumerable gnaw marks
15-16	A blood-soaked silk handkerchief, embroidered with fancy designs in silver thread. The blood remains on the kerchief regardless of the laundering methods used to remove it
17-18	A silver coin from an unknown realm, bearing the regal head of a human woman wearing a tiara. The coin is bent and bears a single tooth mark
19-20	An oval piece of granite with eyes, a nose, and a mouth added to it in green chalk, and hair made of seaweed stuck to the top with mud
21-22	A moldy and smelly strip of dried and cured elk jerky, attached to a leather thong to be worn around the neck
23-24	A small pine box fitted with rudimentary brass hinges and a copper latch. The box is empty, but ink drawings of gems and jewelry decorate the interior surfaces
25-26	An intact human lower jawbone with two of the teeth still intact, etched with strange symbols that glow when a drop of blood is placed on the jaw
27-28	A pair of sturdy, mud-covered leather boots with holes in the toe end where sharp and pointy toe claws could comfortably fit through
29-30	An unlucky sawdust-stuffed rabbit, with grey and brown spotted fur, missing all of its lucky feet
31-32	A pen made from the severed claw of a hag, with the blood vessels feeding the blood-red ink into the pen's tip
33-34	Fine pink sand held in a pouch created from the cured and stitched stomach of a hurrock, fringed with hair from a dwarf's beard
35-36	A kite made from the skin of an ogresh, with a tail made from elven hair and the string tied around the tibia of a dreamer
37-38	An eating utensil carved from the tusk of an ogre swine, with one side acting as a knife and the other shape like a fork.
39-40	A mummified goblin hand, the stiffened fingers clutching a loaded die carved from the skull of a human
41-42	A blood-stained paper fan decorated with three images depicting locations in the city of Grabenstein
43-44	The tongue of a shadowsteel ghast, flecked with tiny shards of shadowsteel that crackle with blue lightning when a spell is cast nearby
45-46	Fronds from the tips of a meyana's pincer, chopped into a fine powder to be used as tobacco in a pipe
47-48	The body of a rat encased in wax, with the name Rupert etched into the wax in Infernal
49-50	A miniature pitchfork forged from silver, with the five tines shaped to appear as slender pucks
51-52	A mosquito encased in clear amber, but under scrutiny revealing that the insect has a human face behind the proboscis
53-54	The horn of a daemon, polished to a sheen and fitted with an ivory handle to act as a dagger
55-56	A necklace made of colorful shells, held together with a string of gold filament, with tiny screams emitting from the shells every few minutes
57-58	A plague mask with the carved face smiling widely, with the nose of its last wearing still in the mask
59-60	A jump rope fashioned from the tied-together antennae of several hivewolves
61-62	A rough clay sculpture of a young laneshi screaming. Droplets of water occasionally spurt from its mouth
63-64	A small glass jar filled with a preserving agent, holding the head of a hungerer snake with mouth open and fangs exposed
65-66	Silver earrings on long chains, with the severed nose of a blood tracker hanging from the end of each
67-68	A burlap sack with eye holes cut out on each side, with one side painted as a broad grinning face and the other as a terrible snarl
69-70	A ball of twine the size of a human head, which at its center is the head of a screaming wechselkind
71-72	A small earthen jug of vinegary red wine, with the word "mouthwash" etched into the jug in Giant
73-74	A leathery belt weaved together from strips of the poxed hide of several morbus kobolds, studded with brown, rotten teeth
75-76	A colorful bound journal sporting a unicorn on the cover, although the pages contain gibberish and crude, violent drawings written in blood
77-78	The desiccated heart of a giant, filled with straw and stitched with ligaments for use as a kickball
79-80	A tin whistle decorated with colorful but worthless stones, bent nearly in half. Blowing into the whistle causes a high-pitched shriek
81-82	A long-stemmed pipe made from polished mahogany, with the bowl of the pipe clogged with a half-orc's eyeball
83-84	A covered tin plate containing a moldy and smashed piece of cake, covered in blood-matted hair
85-86	The obsidian hilt of a broken dagger, carved in symbols used by the Knifetooth clan
87-88	Tattered silk scarves embroidered with the names of minor nobles who were executed for terrible crimes against their subjects
89-90	An ivory scroll tube holding the ashes of an arcanist burned by the Arcanist Inquisition. If they spill from the tube, a localized zephyr blows them back in
91-92	A stone carving of the Great Beast, caked with blood and gore that cannot be removed with normal cleaning methods
93-94	The bill from the head of a giant gasdra, hinged to claps together to make a percussion instrument
95-96	A multicolored scale from a drake, polished to act like a mirror that distorts the viewer to appear as a mutant monster
97-98	Pink ribbon from one of the dolls of a toymaker, which tends to bind and squeeze fingers tightly if handled
99-100	Roll twice, ignoring this result if rolled again

Raven of Ill Omen sketches
by Anastassia Grigorieva

Witch Owl sketches
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THE VALIKAN CLANS
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THRULL
FROSTMERE
SHADOW STORM GULF
GRARJORD
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The Monster Grimoire

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The dark and dangerous world of Etharis, home to the Grim Hollow fantasy setting, challenges all who live there. And the deadliest challenges to those who trod the adventuring roads of Etharis are the terrifying, bizarre, and fantastical beasts who lurk in the shadows or tower over the cities. Corrupted humanoids bent and twisted by otherworldly forces, enervating undead seeking to snuff out the light of life, malicious fey pursuing their own devious and capricious ends, putrid aberrations serving masters imprisoned in realities beyond the mortal realm: these forces, and more, challenge those seeking peace and prosperity in a hostile world.

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GHOSTFIRE
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